

A Bug's Life Aero Fighters Assault Aero Gauge Air Border 64 All Star Baseball '99 All Star Baseball 2000 All Star Baseball 2001 Armorines Army Men Sarge's Her. Automobili Lamborghini

Banjo Kazooie Battle Tanks Battle Tanks Global Ass Battle Zone Beetle Adventure Racing Bio Freaks Blast Corps Body Harvest Bomberman 64 Bomberman Hero **Buck Bumble** Bust a Move 2 Bust a Move 99

California Speed Carmaggedon Castlevania Castlevania Chameleon Twist Chameleon Twist 2 Charlie Blasts Territory Charlie blasss leri Chopper Attack Clayfighter 64 Com. & Conq. 64 Cruis'n the World Cruis'n USA Cyber Tiger D-04

Daikatana Dark Rift Deadly Arts Destruction Derby 64 Diddy Kong Racing Donkey Kong 64 Doom 64

Duel Heroes Duke Nukem 64 D. Nukem: Zero Hour

Earthworm Jim 3D ECW Hardcore Revol. Excite Bike 64 Extreme G Extreme G 2

F1 Pole Position F1 World Grand Prix FIFA 64 FIFA 98 Fighter's Destiny Fighting Force 2 Fisherman Bass Hunt 64 Flying Dragon Forsaken Fox Sports C. Hoops '99 F-Zero X

Gauntlet Legends Glover Glover Goeman's Great Adv. Goldeneye Golden Nugget 64 GT 64 Champ. Edition H-08

Hexen Hot Wheels T. Racing Hybrid Heaven

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J-10 Jeopardy Jet Force Gemini Jikkyou World Soccer J-League 11 Beat '97 K. Griffey Jnrs. Slugfest Killer Instinct Gold Knife Edge: Nose Gun. Knockout Kings 2000 K. Bryant in NBA Court.

Lego Racers Lode Runner 3D Lylat Wars

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Mace: The Dark Ages
Madden 64

Madden NFL '99

Magical Tetris Challenge
Major League Baseball

Mario 64 Mario 64 Mario Golf Mario Karts Mario Party Mario Party 2 Micro Machines M. Piazza's Strike Zone Milos Astro Lanes Mischief Makers Mission Impossible Monopoly Monoster Truck Mad, 64 Mortal Kombat 4 M. Kombat: Sub Zero Mortal Kombat: Trilogy Multi-Racing Champ. Mystical Ninja Mystical Ninja 2

Nagano Olymp. Hockey Nagano Wint. Olympics Nascar Racing 99 NBA Courtside NBA Hangtime NBA Jam 99 NBA Live 99 NBA Live 2000 NBA Zone '98 New Tetris New letris NFL Blitz NFL Blitz 2000 NFL Quarterback '98 NFL Q'back Club '99

NFL Q'back Club 2000 NHL'99 NHL Breakaway NHL Breakaway '99 Nightmare Creatures Nuclear Strike 64

Ocarina of Time Off-Road Challenge Olympic Hockey 98 Operation Winback

Paper Boy Penny Racers Perfect Dark Perfect Striker Pilot Wings Pokemon Snap Pokemon Stadium Powerful World Soccer 3 Premier Manager 64 Pro Baseball King Puyo Puyo Sun 64

Quake 2 Quake 64 Quest 64 R-18

Rainbow 6 Rakuga Kids Rampage Universal Tour Rampage World Tour Rayman 2 Ready 2 Rumble Boxing Resident Evil 2 Revolt Ridge Racer 64 Roadsters Robotron 64 Rugrats: Scavenger Hunt Rush 2 Ext. Racing USA

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1080 Snowboarding Tetrisphere Tonic Trouble Tony Hawk's Top Gear Overdrive Top Gear Rally Top Gear Rally 2 Toy Story 2 Triple Play 2000 Turok - Rage Wars Turok 1 Turok 2 Twisted Edge S'boarding

Universal Tour

V-22 Vigilante 8 Vigilante 8 2nd Offence Virtual Chess 64 Virtual Pool 64 V-Rally 99 Edition

Waialae Country Club War Gods Wave Race W. Gretzky's 3D Hockey W. Gretzký's 3D H. '98 WCW Mayhem WCW Nitro WCW/nWo Revenge WCW vs nWo W. Tour Wetrix Winback: Covert Ops Wipeout 64 World Cup '98 World Driver Champ. WWF Attitude WWF War Zone

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Zelda

Zelda: Majora's Mask

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Meet the Leans

DITORIAL

We thought Christmas had come early this issue, when no less than seven N64 games arrived in the office for review. Then we realised that it actually was

Christmas and all calmed down a bit. By the time you read this, of course, Christmas will be over for another year (unless my proposal for extending it indefinitely throughout the whole of 2001 as a sign of peace, goodwill and an excuse to go to lots of parties and stay in bed late in the mornings has been acted upon) and in fact we spent most of this month recovering from the Paragon festivities - which were a little wild, we don't mind telling you! At one point Paul (having downed two halves of shandy in just under an hour) leaped to his feet and tried to get everyone to participate in a game of Twister, the crazy, wacky fool! Oh the fun we had...

The major news this issue of course, has to be the arrival of Banjo-Tooie. Yes, okay, we've got lots of other games too (and some rather tasty ones at that) but it's fair to say that the famous bear and his foul-mouthed, feathery friend are the two stars that most sane gamers have been waiting for since the first rumours of a sequel to Banjo-Kazooie started doing the rounds. We're happy to say that after what seems like a very long wait, the game is everything we were hoping for... and more. Rare have in fact been doing their usual trick of producing absolutely stupendous games, because Mickey's Speedway USA is no slouch in pretty much every department that counts, either!

With so many N64 games in this issue, each of which was crying out for extensive coverage, we've had to find a bit of extra space from somewhere and hence a few of our regular sections are missing. Fret not however, because they'll be back from their vacations next issue, relaxed and refreshed... er. unless we get another massive boatload of new titles arriving in the office for review!

That's about it for now. Oh ... apart from wishing you all a very Happy New Year and to say that we hope you'll stick with 64 MAGAZINE in 2001. There's a very bright future ahead for Nintendo. and we intend to be right there alongside

them to see it!

Roy Kimber, Editor

This issue we have mostly been... recovering from the office party!



In the aftermath of the Christmas festivities at Castle Paragon, Roy mysteriously vanished for about a week. He was discovered after Paul complained of strange noises from the editor's computer, and the IS department guy who came to fix the fault found him asleep under the desk, still nursing a hangover. The noise? Not the computer, but Roy's snoring!

Nicky partied the night - and most of the morning - away at the annual Paragon kneesup, and then proceeded to regain her usual glamorous image through the use of several rather strange salad-related facial treatments. Within just a few hours of the first day back at work, she was soon her old radiant self, putting everyone else to shame!



While everyone else in the office suffered from hangovers and various other assorted alcoholrelated ailments, Paul remained surprisingly chirpy. Only the day after the big Christmas bash in fact, 64 MAGAZINE's staff writer was at his desk bright and early with nowt but a bottle of coke to ease his mildly-fevered brow. Unfortunately he'd forgotten it was a Saturday.



Turn to

Young Alex had one of his first tastes of alcohol (or so he claimed) at the Paragon Christmas 'do' and it didn't have a very pleasant effect on him. He spent several weeks afterwards wandering around the office in a pair of shades, clutching his head and moaning rather loudly. From now on, he's restricted to Lucozade!



Let Us Not Forget...

Fourth on our roll call of 64 MAGAZINE contributors, we come to a very, very important individual without who's dedicated efforts the magazine would almost certainly never make it out on time... we're talking of course about the coffee machine. And not just any coffee machine! For the 64 MAGAZINE 'vendomatic' (or Alfred, as he is affectionately known) not only dispenses coffee, but also a range of fizzy drinks, hot chocolate and soups, enabling staff to actually survive almost indefinitely within the office, never needing to venture into the outside world and thus ensuring that deadlines are met!







Mickey's Speedway USA

It's chaos on the roads as a bunch of cartoon animals setout across America in their supercharged go-karts...





Banjo-Tooie

Yes, Banjo and his feathered friend are back! Finally we can unlock the riddle of the Ice Key...











TIGGER'S HONEY HUNT

You can contact 64 MAGAZINE at: 64 MAGAZINE, Paragon House, St Peter's Road, Bournemouth, BH1 2JS or email us: 64mag@paragon.co.uk or via our Web site at www.totalgames.net.



Disney's bouncy stuffed tiger springs straight onto the N64, on the lookout for fun.

POKÉMON PUZZLE LEAGUE



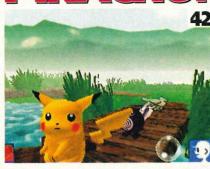
The Pokémon go all Tetris in this brainscramblingly addictive arcade puzzler!

NFL BLITZ 2001



The American sport that no-one else really understands gets the Midway arcade treatment for a second time.

HEY YOU, PKACHU!



We get our hands on a small, yellow Pokémon and give him a good talking to!

MDWAYS CHENEST ANGLE HIS



Remember when coin-ops used to cost just 10p a go? You do? Then you're gonna absolutely love this collection from Midway...

CANNON FODDER



Negotiations are over as war breaks out on the N64's little brother. It's violent, it's bloody, it's heartless... and boy, is it fun!

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intendo's graphics partner, ATI, recently attended an event called the Comdex show. It had its own booth there, and was proudly displaying a Gamecube, and a previously unseen version of the Gamecube controller. It left a lot of people shocked, as there was no D-pad on this version! Considering that a D-pad is essential for some games, Nintendo would be making a bad move to take it out. Secondly, the pad looked a lot less polished than the version everyone saw at the most recent Spaceworld.

Not to worry! We've spoken to Nintendo, and been assured that the pad on show was in fact a very early version. It seems that no-one outside of Nintendo will receive a proper pad just yet, as the design is not finalised.



meenne Tiiles

wo very important companies have been advertising for people to come and work on specific titles for the Gamecube.

Firstly, Rare has placed an advert that shows off Miss Dark in all her rendered glory. Part of the advert reads, "One of our hottest properties, she needs constant attention to keep her at the top of her game." There's no way that the N64 will be treated to another first-person shoot'-em-up, so it can only be coming out on the Gamecube. Hurrah!



Secondly, Retro Studios has also run an advert this month, which includes a huge render of Samus from Metroid. Retro has blatantly stated that it is definitely developing the next Metroid game on Gamecube. Everybody knew that they were doing it, but it had never actually been confirmed before.

As usual, Nintendo wouldn't comment on the adverts - we'd like to know if they knew that these adverts were going to be happening. After all, Nintendo had said that they wouldn't be releasing any more information until E3 in May. Slapped wrists all round then!



rawfish, a major developer on the GBC, has recently stated that it plans to push the GBA further than even Nintendo thinks possible. Nintendo has been touting the GBA as the ultimate 2D gaming machine, but has never said much about the 3D side of things. Crawfish plans to become one of the first developers to prove that the little handheld can shift polygons at a decent rate. With the shots that they've released so far, we've got no qualms about that. Check out the ones below to see what we mean. It









was rumoured for a while that Crawfish were developing a version of Doom. It now turns out that they are merely using the Doom II code to show off what the GBA can do. None of the weapons or monsters are in there yet, but it's looking good. The other games however, look well on the way to being finished. Apparently they are only technology demos at the moment, but surely they wouldn't stop developing what look like superb games. The F1 racing game is reported to be running with six cars

on screen and no slowdown! The biplane demo shows off the really smart scaling and shadowing abilities of the GBA. It isn't long now!

SHOWCASE



kay, okay! We know that you've seen these shots before, but we managed to get hold of some clearer versions that really show off the level of detail that's possible on Nintendo's little baby. Both *Tweety And The Magical Jewel*, and *Top Gear GT* will be out in time for the Japanese launch date of 31 March. Mmmmmm...





Tale This!

uropean publisher Take 2 has announced that it will have two games ready for the Gamecube's predicted US launch date of October 2001. Among the developers that Take 2 has lined up is a company called Rockstar, a small team that has been handed the reigns for the next batch of *Grand Theft Auto* games.

Yet another huge publisher has confirmed games for the Gamecube – if all goes to plan, there's going to be an awful lot of games ready for the day of launch!

NOISAYITANTSO



HQ, holder of the WWF license, recently announced that it would be bringing its Rugrats franchise to Gamecube. If you don't recall the N64 version of the game, that's because it was rubbish - we gave it 44% a couple of issues ago. While it's certainly a good thing that publishers are starting to show interest in Nintendo's next-generation consoles, announcements like this aren't going to do Nintendo's 'kiddies games only' reputation any good. Granted, anyone who considers Nintendo games to be immature and unworthy of their attention is ill-informed, and will miss out on some of the greatest games ever created - sadly, there are far too many people with this outlook on games. Nintendo needs to keep announcements like this at a minimum. It would seem common sense to us that you would want to announce triple-A titles. Come on Nintendo. Either keep everyone quiet or let everything out - don't release information that's going to do you more harm than good!



Bri Servien Favar

eveloper NewKidCo is planning to release versions of *Tom and Jerry* and *ET* on the GBA later next year. The games are said to be in the early stages of development. This is great news – you may remember that the 64 MAGAZINE team absolutely loved *Fists Of Furry*. If the GBA version is anything like that, we're in for a real treat. A Gamecube version of *ET* is also planned for 2002.

Home Sweet Home

intendo has moved its base of operations to Kyoto, Tokyo. The new offices are much larger and more advanced than before. As you can imagine, the teams working inside probably have access to every piece of software and hardware that they'll ever need. All the better for us, then! Here's a piccy of their little cottage...

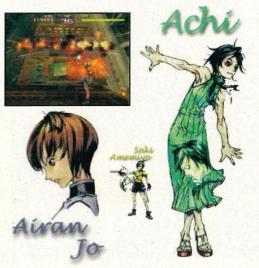




Revard The Sings!

he Treasuredeveloped shoot'em-up, Sin and Punishment (which was only announced at Spaceworld) has been awarded the highest possible score by Japan's leading multi-format magazine, Famitsu. The magazine gave it a Platinum Award. Sin and Punishment is out now in Japan, and is selling by the bucket-load. There is still no confirmed date for a US or PAL release – don't worry though, we'll bring you the full low-down on the Japanese version in the next issue.

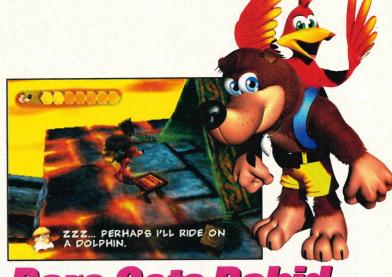




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s you may or may not know, Sony launched its Playstation 2 console in the UK this month – and guess what? They've stuffed up! As was the case in Japan, a fair number of people are buying into PS2 so that they can have a cheap DVD player. It now turns out that if you try to play DVDs through a SCART cable, you will get a green picture! Seeing as Sony recommends that you use a SCART cable to connect the console to your TV, they will now have tens of thousands of angry customers. What a shame (snigger). We can't see the problem being sorted out any time soon. Sony can't make enough machines as it is, let alone try to replace 80,000 faulty ones.





Rare Gets Rabid





fter playing through the American version of Banjo Tooie this month, we've discovered a little secret addition that Rare has put in. Remember how Rare always put little clues as to what titles they will be developing next into their games? Well they've done it again. On one of the levels in Banjo Tooie, you come across a frozen explorer. When you eventually unfreeze him, he goes back to his tent, which has none other than the Sabre Wulf logo on it! As some of you may know, Sabre Wulf was an adventure game that came out on the Spectrum back in the eighties - Rare were called Ultimate Play The Game back then. Anyhow, the explorer mumbles something as he's falling asleep. Check out the screenshot to see what he says and draw your own conclusions (dribble-drool-mmmm).

TIGUAL INTERPOLATION OF THE POOR LICENSED

Ubi Soft managed to accidentally leave a copy of their latest Winnie The Pooh licensed title, *Tigger's Honey Hunt*, behind in the office, and so we thought we'd give it to you lot! First person drawn from the hat who answers the following question correctly wins the game, and five runners-up get their own fluffy, bouncing Tiggers.

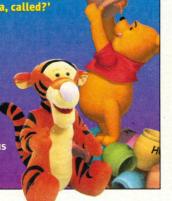
Question: 'What's Tigger's pal, the son of Kanga, called?'

A: Pooh B: Roo

C: Sue

Answers on a postcard to the usual address, marked Tiggers Are Bouncy! Compo, to reach us

no later than 25 January 2001.



Fternally Gamecube's

E and wou out pro this

spokesperson for Nintendo commented that they hadn't yet decided which platform Eternal Darkness and Dinosaur Planet would be coming out on. He was prompted to make this comment after being asked to explain why it was

n a recent

interview, a



had disappeared from the N64's release schedule. This comes as a massive shock to everyone. Both of these games have been in development for a long time, and were looking very polished. While Nintendo hasn't said in any way that the N64 versions of these games have been canned, it's a

bit worrying that they should even have any doubts. We contacted the relevant companies as soon as we found out. Silicon Knights weren't available for comment, but a spokesperson from Rare told us that as far as they were concerned, Dinosaur Planet was still being developed as an N64 title. More news as we get it.



64 Nagazine's Most Manied

Conkers Bad Fur Day

e've been infected with Rare fever this month – Banjo Tooie's awesome gameplay has really got us into that unmistakable Rare groove. That's why we're looking forward to anything Rare this month – no questions asked. Conker's going to be a corker, and you know it.



Dinosaur Planet

ith this month's news that the potential Zelda-beater from Rare could well be ported over to Gamecube, we say NOOOO! It would be lovely to see it on Gamecube, but there's no way that we're going to wait that long.



Eternal Darkness

s the days become shorter and the darkness draws in, we begin to dream of monsters and demons, and cracking horror games like *Eternal Darkness*. The months really are dragging on...

Zelda GBA

e've been thinking about this constantly since we found out about it last month. *Zelda* on the Game Boy must be one of the most played games ever. Just imagine how many copies this is going to sell!



Star Wars Episode 1: The Battle For Naboo

t's so close. Merely weeks to go until Factor 5's hugely anticipated shooter comes laser-cannoning its way into the 64 MAGAZINE offices. Ahhh, Tie Fighter fire... like music to our ears.





This Month	Last Month	Game	Publisher	64 Mag Score
1		The World is Not Enough	EA	94%
2		Zelda: Majora's Mask	Nintendo	95%
3	4	Pokémon Snap	Nintendo	88%
4	6	Pokémon Stadium	Nintendo	88%
5		Lego Racers	Lego Media	76%
6	1	Mario Tennis	Nintendo	92%
7	8	Perfect Dark	Nintendo	98% .
8	9	Zelda: Ocarina Of Time	Nintendo	96%
9	10	Mario Party 2	Nintendo	81%
10	1	GAME Triple Pack		

You can win a £50 voucher to spend at your local GAME shop! All you have to do is predict the top three games in next issue's chart and send your predictions to Chart Compo 46, 64 MAGAZINE, Paragon House, St Peters Road, Bournemouth BH1 2/S!





Making Sense?

Dear 64 MAGAZINE,

To begin with I'd like to say to everybody out there: "The sixth sense is to know which console is the best, and the best games for it." Yes - you've guessed it, the N64! (Er... I'm not sure

that's actually the correct definition of 'the sixth sense', but carry on anyway - Roy). All my friends say that the

PlayStation is the best, but of course I tell them where to go! We all know the Nintendo 64 has 64 bits (duh) and the fastest running

speed out of the two. It's a FACT. The PlayStation has those annoying "Loading' Screens when you are about to play it.

Moving on, I'd like to say that when I got Perfect Dark, just beforehand my mum made me wait the whole six week period before letting me get it. Evil, isn't it? But I didn't stop nagging her! I got it after the Summer holidays.

In the end when I turned it on it was just the best: it was stunning. The graphics were great (with the expansion pak of course). It was almost touching! I love it so much now and I'd

like to say THANKS (64 Mag team) for helping me through the game so far! The hints, tips and guides helped a lot. Thank you loads. PS: Operation Winback is an import, right? Is it any good? Please tell me next issue, and I'd like to say thanks to all your readers for reading this too! Thank you.

Joseph Dymock, no address supplied.

Gosh, what a lot of thanks! Well I never, bless my soul! Oh my giddy aunt! What a rum do! Oops, sorry, having a bit of an Enid Blyton moment there. Anyway, glad to hear that someone appreciates the work we put into our guides! Winback was an import when we first reviewed it, but now it's out in the UK. And yes, it is pretty good, which is why we gave it 86%! Changing the subject somewhat... your mum wouldn't be called Charlie, by any chance, would she Joseph?

Do Not Guide Me!

Dear 64 MAGAZINE,

As much as I love your mag, I am sick of the huge, lengthy game guides and cheat sections in your mag. These guides don't just waste precious space in the

Prize Winner

Perfectly Mad!

DEAR 64 MAGAZINE,

I am getting very annoyed with how easy games are getting these days. I have 19 games for my N64, and have completed nearly all of them while on the SNES I have more games but have completed less. I would never get rid of Super Mario World on the SNES, but on Mario 64 it was much easier getting all 120 stars than doing all 96 levels of the SNES version. This leads me to the question: will games on the Gamecube and Game Boy Advance be harder or about the same difficulty as they are now? I am planning to get both of them and I'm looking

forward to it. Another thing is that hardly any new games coming out are original. Blast Corps and Space Station: Silicon Valley were both great games and I even like games like Perfect Dark, even if

they are unoriginal. It's just that nowadays developers don't have any new ideas. A Bond game in the same style as Metal Gear Solid would be amazing. Congratulations on the mag, and keep up the good work.

PS: Do you have any places where you can get SNES or NES games? If so please give me the phone number?

James Crescenzo, Brighton

The difficulty level of games has always been a sticking point, lames. In the 'good old days' of gaming, even before the SNES and NES, if you could finish a game in less than six months it was often considered too easy, and this was when paying £10 for a title was considered a lot! These days unfortunately, it seems that many people actually want their games easier so that they can get the satisfaction of finishing them, and it does seem the rule that games have begun to get easier, with companies making them bigger to compensate. At the end of the day though, this makes them more attractive to a wider audience, and thus they sell

more, which is what the games manufacturers want. As for games on the Gamecube and the GBA with Nintendo's 'fun for all the family' policy, the chances are that the majority of the games won't be incredibly difficult, but there are bound to be a view tricky ones to keep the hardcore gamer interested. As far as originality goes, we're all in favour of new concepts, but as to your suggestion - wouldn't a Bond game in the style of Metal Gear Solid ... er, be exactly like Metal Gear Solid?

Oh... if you're looking to pick up some games for classic consoles, then you might want to try contacting the Videogames Centre on (01202) 527314... tell 'em we sent you!

64 Magazine Issue 48 2000



mag, but they completely ruin games! When a game has been held back again and again (Zelda, Perfect Dark, Duke Nukem: Zero Hour to name but a few) the last thing we want is for a magazine to publish guides that ruin them. I know that you are just going to say 'don't look at

them', but what you don't understand is that there is a strange compulsion to, and therefore any time we are stuck, instead of working it out, we instantly reach for the guide! PLEASE stop it! Myself and everyone I know feels the same, so

we have sent a petition, which I hope you respond to.

Next is the huge A-Z of cheats section in issue 45. I

COMPLETE SOLUTION

INTERIOR SOLUTION

MAJORA'S MASK

OFFICIAL PLANT AND THE SOLUTION

MAJORA'S MASK

OFFICIAL PL

like cheats in magazines (not guides) but cramming the section with cheats for four-year-old games is both wasteful and pointless. The people who own these older games would already have the cheats, so why put them into the mag?

Getting back to the point of games being held back, I feel that holding *Perfect Dark* back was one of the best things Nintendo has ever done. A 30 June release meant that I had time to concentrate on my SAT exams. Had I been playing *PD* I would never have revised, and it meant that I had all of the holidays to play it. Cheers Ninty! It also means that a game is made truly world class, and with *Zelda* and *PD*, it seems to have worked! What I do hate though, is when completely finished games are held back for no reason, such as *Excitebike* 64. I really wanted to buy it in September, but now it's set for January 2001. What the hell? Do you have any info?

PS: The difference between a cheat and a guide (in case you think I'm contradicting myself) is that with a cheat, you still have to work out how to finish levels and bosses, but a guide does it for you!

Dan Stringer, Stoke-On-Trent

Well cheers for the explanation Dan! How about: a guide is there for reference when you really hit a dead-end, but cheats let you just skip through the entire game without much in the way of skill so that you can tell your mates you were the first to finish it? Sorry. Bit harsh. There is a place in this world for both cheats and guides, and if you don't want to use the guides and yet can't resist looking at them, then we suggest asking someone to hide them from you (your mum perhaps?) As for the A-Z of cheats, people are buying N64s and N64 games all the time, and 90% of enquiries that come from you lot are for cheats for 'old' games, so we figured an A-Z was the way to go! After seeing your petition we were going to stop publishing guides altogether, but then a handwriting expert took a look at it and declared that several of the signatures had been done by the same people! How could you try to callously mislead us like that Dan? We're gutted!

A Simple Soul...

Dear 64 MAGAZINE,

I know that loads of other people have told you that the big N is going down due to a lack of great games, but I have a reasonable solution. I say that all you need are simple games with addictive gameplay. Take *Bust-A-Move* for example: a simple game that kept me glued to my TV for hours. Or *Lemmings*,



also very simple, yet extremely addictive. Then there's *Bubble Bobble* which was one of the best games among all the others in history as far as I'm concerned. And of course there's the traditional *Super Mario* games that don't take that much skill but involve you for ages and ages and keep you interested until the end.

A good game isn't something that has spectacular graphics or wonderful surround sound, it's the gameplay that really counts. Who needs *Zelda* or *Banjo-Kazooie* and (dare I say it) *Goldeneye*?

Just because of the upgrading technology, gameplay is going down and graphics are going up. I reckon that in a few years or so the Nintendo controller will have two



LEITERS

Er... Ummmm...

Dear 64 MAGAZINE,

We think that the *Red*, *Blue* and *Yellow* version of *Pokémon* is great but we think you can still improve it. You should make Zubat, Golbat, Dragonite, Charizard, Butterfree, Beedrill, Venomoth able to learn HM FLY.

Also Misty and Brock should follow Ash

(then you can pick who battles). Misty can complain about her bike and Brock can cook food and give advice to Ash. Misty and Brock can only catch the water and rock Pokémon.

We also think you should be able to find Pokémon eggs and the Pokémon should talk. You could also make some restaurants because on the Pokémon games we've played Ash never seems to eat or drink. Shouldn't he be hungry?

We've also heard of something called Pokémon Black.

exist then you could possibly play Team Rocket and instead of collecting 150 Pokémon, you could steal 150! Every time you collect 10 Pokémon your boss could give you a new machine to help capture others! Yexi and Isaac, London

Uh huh? Uh huh? Right, right... good. Um... just exactly who did you think you were writing to? We're not sure, but we think you may have been playing *Pokémon* games just a little too long! Perhaps you should take a break for a bit, go out and get a bit a of fresh air... that sort of thing?

l Disagree!

Dear 64 MAGAZINE,

I am writing to complain. I want to know why you rate your games the way you do and why they mostly get awful scores. I borrowed *Twisted Edge Snowboarding* from my friend last week, I played it and I think it is great. I looked at your magazine's rating to see what you gave it and I discovered that you'd given it a measly 70%.

To quote you: "Good looking game with duff controls". I want to know why you said it had "duff controls". I think the game handles well, it has good moves so why give it 70%?

The cheats are good for it by the way!
PS: I know that Zelda and Goldeneye are
good games, so don't say that I don't know
what good games are!
Michael Woodcock, Hampshire

We weren't going to! As we've said in the past (time and time and time again) reviews are one person's subjective opinion of a game. If they like it, they like it, if they don't, they don't. That said, they must always back up those opinions with reasons, hence in this case: it has duff controls. If you loved the game with a passion, then fine, obviously you didn't find the controls as much of a problem as the reviewer did. As for games in our magazine mostly getting awful scores... that's not actually the case. We score 'em how we see 'em, so if they're good they get a good score, and if they're rubbish then they don't!

buttons and the games will be 96% other bits and about 4% gameplay. Nintendo really needs to wake up and smell the coffee, or they are going to be bankrupt.

Nintendo – Get your act together.

Koral Jackson, London

Hmm... we were with you to begin with Koral, because we totally agree that gameplay is the most important element in a videogame. However, you then criticise Zelda (gasp), Banjo-Kazooie (come on!) and the sacred Goldeneye? (Aagh!) Rather ironically, the games you've chosen as your examples are ones that not only look great, but have fantastic gameplay too! However, you're original point was valid, so

we're going to let you live. If we had to choose between gameplay and graphics, it would be gameplay all the way!

Old And Bitter?

Dear 64 MAGAZINE,

I have read your magazine from issue one shortly after purchasing my N64 (for £250 – ie: quite a while ago), and have found it an enjoyable read, and the definitive guide on upcoming N64 releases.

However, over the past year the quality of your writing has gone downhill, and you are now almost as bad as the rest of the monthly mags who adopt a sensational, jokey approach to games journalism, aimed squarely at excitable teenagers.

The main difference between N64 and PlayStation uses is that we Nintendo fans consider ourselves "serious" gamers as opposed to the "10 minute arcade freaks" who revel in the PlayStation's wide variety of shallow, over-hyped, ten-a-penny games. I don't have any actual facts in front of me, but I bet the majority of N64 owners have been long-time devotees to the apex of computers/consoles over the years, such as the Commodore 64, Amiga and SNES.

Forgive my cynicism, but it seems to be the council-house dwelling, knocked-off-Armanigear-wearing, lighter-fuel-sniffing brats with shouty attitudes who are all "getting PlayStations for Christmas, because you can copy loads of games for nowt", while the more appreciative, more enlightened kids request N64s because they are prepared to persevere with the cream of modern computer games in order to reap the rewards offered by *Mario*, *Zelda*, *ISS* and co.

Your magazine usually echoed this more mature approach, but since the departure of the old editor, the use of CAPITAL LETTERS, !explanation marks! and pop culture references has exploded in your pages! Your reviewers do not tell us enough about the project they are reviewing any more – text is now made up of ridiculous inappropriate ranting, using trendy, pointless slang ("check

it out!", "go buy this game now!", "as bad as a pile of dog turd" etc, etc) The reviews of *Mario Tennis* and *F1 Racing Championship* in issue 45 by Paul Gannon were the most shallow and uninformative ever, though assuming Gamon is 14 years old, I suppose he tried his best.

This sort of rubbish should be kept to within those atrocious TV shows of the moment, which are supposedly dedicated to computer games but spend all their time flogging the flashiest PlayStation FMV scenes in order to appeal to the aforementioned lighter-fuellers!

As a final complaint, where are all your articles? Couldn't we have at least one feature an issue on game genres, industry facts or just some sensible discussions on

the varied attitudes towards games? Interviews with publishers and pieces on

Gameboy/conventions/games in progress hardly stimulate the imagination or provoke opinion, and we all know most releases do not live up to expectation when they finally arrive for sale!

Your magazine was probably the most respected in the business, a sort of modernday Zzap!64 from the Eighties. Please have a word with, or renew your writers, and stop this dumbing down before you end up just another glossy, overpriced, insubstantial monthly fix of hype and commercialism with nothing real to say.

F N Gully, Newcastle

I wouldn't usually do this, but I felt quite strongly about this letter, and so I thought a personal reply was in order. Right... where do we start? Well to begin with Mr F N Gully you don't like our reviews? Fine, that's your opinion, and you're welcome to it. You don't like capital letters? Fine. You don't like 'explanation marks'? Well, we're assuming you mean exclamation marks - fine. You don't like all the features we run? Also fine, as you can't please all of the people all of the time, and we try to put in something for everyone. However, you don't like pop culture references? Tough. We (unlike you, obviously) happen to live in the real world, and inevitably this is reflected in much of the writing. And as for your comments on "council-house dwelling, knocked-off-Armanigear-wearing, lighter-fuel-sniffing brats" you don't even want to get me started on that! For your information, Nicky was brought up on a council estate, and she is just one of many who found your comments ill-informed, ignorant and offensive. Presumably you grew up in a large mansion with plenty of servants (who 'knew their place') to look after your every whim? Unfortunately, not everyone is so fortunate, and to generalise about people from a certain background is unpleasant and ultimately damaging. If the changes made to 64 MAGAZINE since Andy left have discouraged you and others like you from reading it, then I for one feel that we've been doing a good job! Roy Kimber, Editor.



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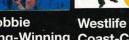




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See the games of tomorrow today!

- 14 Star Wars Episode One: Battle For Naboo
- 15 Pokémon Stadium Gold and Silver
- 16 Rugrats In Paris



Star Wars Episode One: Batile For Naboo

The Force IS Strong In This One!

t's been a good year now since the release of the fourth part of the Star Wars legacy in the cinema, so we've all had time to reflect on just what we all thought of the film. To be honest, the movie probably wasn't all that good, but does that matter when a million or so fans walked away reasonably happy? We've already had one N64 game based on the events from Star Wars: Episode One, and now Star Wars fans are waiting with baited breath for a second game, which is also set during the unfolding events of The Phantom Menace!

As word reaches us about this game, the preliminary news seems to be good! Apart from the eye-catching graphics, and sound quality which promises to be very good indeed... the game also happens to be being developed by Factor 5 (who produced Rogue Squadron) so that in itself is a promise of something really rather excellent!

The action has you battling under the sea, across the ground and above the stars, in a story that runs parallel to the film, so you can expect to join





[Above] The Mir space station encounters a rather unexpected hazard, in the form of an incoming Naboo fighter.

in on some of those spectacular dogfights, and even accompany young Anakin Skywalker as he sets a course to blast the Trade Federation control ship to dust in his battle against tyranny!



[Above] The skinniest robots in the Universe finally get sick of all the 'Twiggy' jokes at their expense and go on a murderous planet-wide rampage!

STARWARS EPISODE ONE: BATTLE FOR NABOO

- PUBLISHER
- Nintendo

TBA

- → DEVELOPER
 → UK RELEASE
- Lucas Arts/Factor 5

This game looks as if it has the potential to become even more successful than its ground-based *Racer* counterpart, as it draws you into the action and thrills of the film. It could totally blow you away!











[Above] Jigglypuff looks like he's bitten off more than he can chew here! That Pokémon looks like Spiderman's foe, Venom.

Pokémon Stadium Gold And Silver

Seconds out, round two of the Pokémon slugfest!



[Above] You've got to wonder where the ideas for a lot of these Pokémon come from. I mean, what's this one?

aptured them all, have you? Trained to be the best and beat off the competition, did you? Want to be better than any one else, do you? Well, apart from sounding like Yoda, there is another way of becoming an even more accomplished Pokémon master, and it's all possible with the new and improved Pokémon Stadium!

Already a hit in Japan, the latest Stadium allows you to pit all the newer Pokémon from Gold and Silver against the alreadyestablished collectible beasts of Red. Blue and Yellow!

The latest *Pokémon* offering was unveiled at the Spaceworld expo in Japan this year, and promises to succeed its predecessor in every possible way. Not only is it compatible with the five other editions of the Game Boy Color games, but it will also be compatible

with the hotly-anticipated *Crystal* edition! The graphics are greatly improved, and the fighting has more

battle modes and more brand new mini-games than you can shake a Meowth at! As before, you'll be able to take all the creatures from your Game Boy and transfer them, via the Game Pak, into the N64. This time around, you have 251 beasts to wage war against and the battles on-screen show all the

attacks in one-on-one glory! There are new Cups, an improved Gym Leader Castle, and a feature called 'My Room' where you compete to collect all manner of goodies, to fill up your very own

virtual room! For all of you who await the latest *Gold* and *Silver* carts, which have become staggeringly popular all over the world, you'd better get training soon, if you're going to compete in this brand new *Stadium*!



→ PUBLISHER
→ DEVELOPER
→ UK RELEASE

Nintendo Nintendo Summer 2001



[Below] And in the lead we have... um, well, we're not actually sure who's in the lead... possibly a blue thing.











RUTAIS INPAIS

Picking Up Reptar's Pieces In Paris!



[Below] Chucky finds his

just out of reach. If only

way into a room with lots of fragile glass bottles

Hunt didn't exactly set our world alight, it at least appealed to a younger market, and with this latest Rugrats game the action has moved away from board realm of platform adventure! Based on the forthcoming film, Rugrats In Paris allows you to play as one of also to play a new secret character!

predecessor, might be aimed at the younger end of the videogames market, there still might be enough certainly seems to be enough variety in RIP to keep the interest from waning, with all kinds of carnival fun to be had! You can venture into Chuckie's obstacle course, witness a titanic battle between Robosnail and Reptar, or

from the game at least prove that it

lthough Rugrats Treasure game-type shenanigans and into the the familiar tots from the series, and As the kids travel to

EuroReptarLand, Tommy's father manages to trash his lovely Robotic Reptar and so Tommy, Chuckie, Phil, Lil and Angelica must all get together and search for the missing parts! These parts are scattered throughout 16 massive levels, not to mention bonus games, mini-games and multiplayer scenarios!

Although this game, like its here to interest older gamers. There play on the bumper cars!

Some of the shots we have seen

looks good, and it runs on a new engine developed b Avalanche Software which controls the 3D world the kids inhabit during their adventure. The game also uses actual speech from the movie alongside the music and it's packed to the nines with Rumble Pak compatibility and twoplayer options. Overall, it might well turn out to be a nice little surprise!



[Below] Little Tommy is about to have a big accident in his nappy after seeing the haunting sight of a huge 100ft-high Reptar. Never mind the fact that he is also lost!



[Below] Tommy releases his built-up frustration by taking it out on Europe. then cries and blames it all on his little brother!



PUBLISHER DEVELOPER UK RELEASE January 2001





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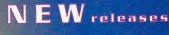
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Those Pesky

Our reviews are liberally splattered with boxes, for your convenience - if you're too lazy to read the main review, or want the technical guffery, these are where to look. But what do they mean?

-> PLAYERS

The number of play the game.



EXPANSION PAK Does the game have Expansion



Who sells it Who wrote it e Type What type of game in Country it was written in When is it out?

See if you can guess?



Does the game have a built-in chip to save your position, or do you have to buy one of Nintendo's Controller Paks to record your progress?

This is where we list the good and bad points of the game. If there are more of the latter than the former, it's probably not going to be worth



PERFORMANCE

In UK Update reviews, this box replaces the \$64,000 Question. It means we've already reviewed the game as an import – has the British version suffered in translation to our PAL television system? television system?

SUPPLIED BY

We get import games through importers – if you want to get hold of an import game for yourself, then these are the people to call.

Disney's squeaky-clean mouse takes to the road for some madcap driving, courtesy of those race-masters at Rare!

64 MAGAZINE rates graphics, audio, gameplay and challenge out of five. What does it mean when a game gets a particular score?



Well above and beyond the call of duty – five in a category means it's damn near faultless!

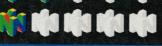


A good job – there might be a few rough edges that could have been better, but nothing serious.



Things aren't looking good – a mark of two means that this part of the game is definitely below par.

Average — a game that gets this score does its job adequately in this category, but isn't anything special.



Complete rubbish – this part of the game has been done so badly, you wonder why they bothered!



The hear and the bird are back in the long-awaited sequel to Banio-Kazooie... and about time too!

ittle Lost Poliwag

HEY YOU, PIKACHU!

28 Banjo-Tooie 36 Tigger's



Pooh's orange-and-black-striped friend bounces onto the N64 for a surprisingly playable adventure!

Midway's Greatest Arcade Hits

The name says it all: six of the hest from those retro coin-on experts at Midway!

NFL Blitz 2001

Some amazingly fast Americanfootie action in Midway's sequel to its original arcade hit.

Move over Doctor Dolittle. we don't want to talk to the animals

when we can talk to the Pokémon!

Pokémon Puzzle League

The furry fellows take to the N64 once again in what is probably their most addictive game so far!

THE FINAL SCORE Bame gets a score out of 100 — but what does it actually mean? Ignore anything mags may say — 64 MAGAZIKE is the most brutally truthful N64 mag around, and if we a game a good (or bad) mark, you can take that as the gospel truth. These are the scores mean in English...

95%+

This score wins a game the coveted Gold Medal Award. Unlike some rags, which hand out top gongs like Smarties, we're very tight-fisted with this award – from the more than 200 N64 games reviewed, only an elite few have got the gold. It's your guarantee of a top game!

94%-90%

Welcome to Sizzler country! Scooping one of these awards means a game has had our brand of quality seared into its tender flesh. Unless you have a beef against the particular kind of game, anything that scores in this range can be bought without fear of crapness.

The good-but-not-awesome zone. A game in this range will still be worth getting if you like the sound of it, but it will either have some minor but annoying flaws or be missing the hard-to-define 'hook' that makes a truly great game.

74%-50%

Starting to drop into the realm of games that should only be bought if you're really, really into the subject. They might have flaws that spoil the gameplay, or be well done but not especially interesting. Be careful before you spend your money.

Warning, Will Robinson, warning! If a game can only manage a below-average score, then there's obviously something badly wrong with it and you should give it a wide berth. Don't say we didn't warn you.

29%-10%

You are now entering the World Of Crap. If a game ends up here, it's got so many things wrong with it that the Russians may be planning to use it as a space station. Do not, under any circumstances, buy anything that scores this low!

Below10%

Can there really be anything this pathetic on the N64? Oh yes, there can. Oh yes.



What do all those buttons on the pad do? We try to make sense of the insanity!

There may be other games of the same type already on the shelves - here you can see at a glance whether the game being reviewed measures up to the competition.

Does the game look like Melanie Sykes, or Dot Cotton?

Does it sound like music to your ears, or nails down a blackboard?

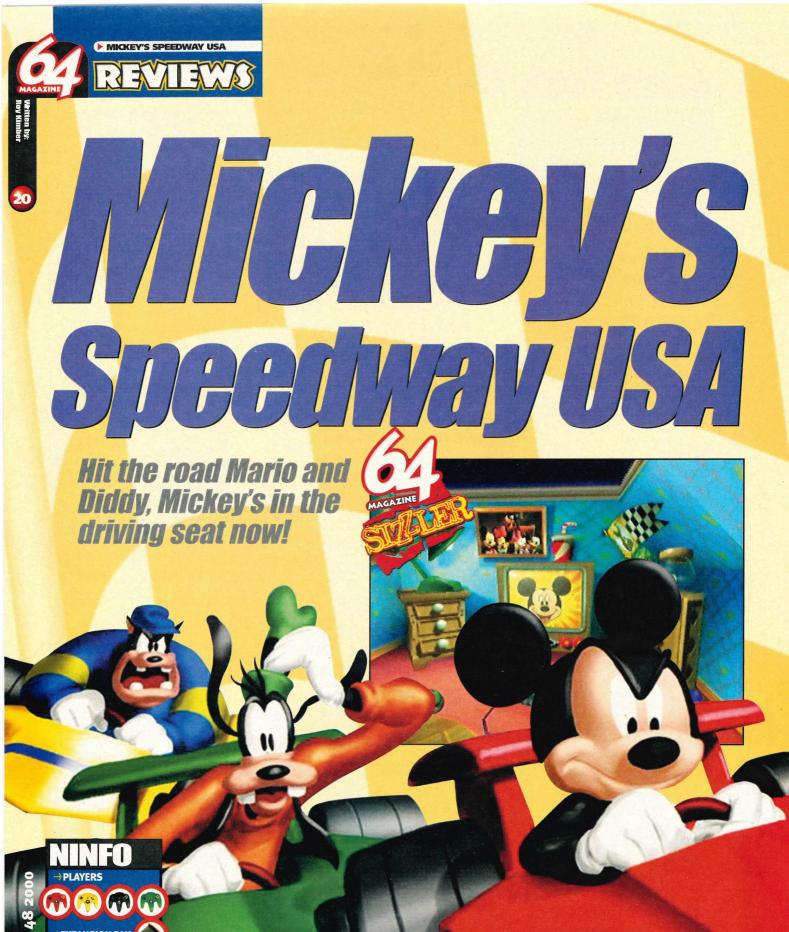
Perfectly-tuned entertainment machine, or clumsy and annoying stack of cack?

Will it keep you coming back for more, or be finished in five minutes?

The final score! It's not an average of the four categories above, but our definitive rating of the game. So, is it worth your dosh?

The game in a nutshell, for the truly lazy reader!

0



64 Magazine Issue 48 2000

→ EXPANSION PAK







Not used

Terrific sound effects

Good learning curve

• Nice variety in the tracks

+ Very well presented

Nothing particularly

- A little easy

Very, very fast (on later levels)

ey Mickey, you're so fine, you're so fine you blow my mind, hey Mickey! Er... sorry. This game has just got to me in a big way! I need to calm down a second, hang on...

Right, that's better, phew. You know that movie where they go on about speed all the time? What was it again? (Speed? - Alex.) Er... no, that wasn't it. (Speed 2? - Alex.) Nope, no, that wasn't it either. You know the one... had that bloke in it... you know... the one that's in... er, all those movies? Um... had planes in it? (Oh... Top Gun? - Alex) Yes! That's the chappie. The one where they went on

"Graphically this game is just beautiful."

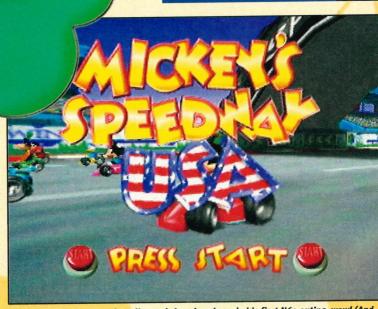
about feeling the speed. (I think you'll find that they 'felt the need for speed' actually - Alex.) Oh ... well, feel it, feel the need for it - what's the difference? Anyway, I'm writing this review, so naff off! (Well, really! -Alex) Has he gone now? Good. Sub Editors, I don't know...

Er... anyway, the point I was trying to make was that if the people in that movie had really 'felt the need for speed', then they could have just played this game! It really is that fast. (So couldn't you have just said: 'it's fast?' - Paul) Oh good grief, who let you in here? Right... everyone is to stay out of this review from here on in, or heads will roll! Everyone understand? (...) Good. On we go...

Top Gear Goofy

Now, it's fair to say that a good racing game doesn't really need a plot. After all, if you're sitting down with the intention of driving really fast around a track, then you don't really need to know that the reason you're doing this is to 'rescue Princess Squiffy', or to 'uncover the legendary Lost Toilets of Lavatorium'. At the end of the day





MICKEY'S SPEEDWAY USA

[Above] Mickey Mouse – that all-round, American hero, in his first N64 outing, wow! (And before you mention Disney Tetris – we're ignoring it, because it wasn't that hot.)



[Above] Mickey appears to be having some kind of problem - he's on a very easy track and yet he's running in last place!

you just want a fast and exciting race, or - if you're a little dull - a slow and boring one, but I digress. As this is a Rare game (and as we all know, Rare likes its stories) there is a plot. Which goes something like this...

Mad Max Mickey

Apparently the Weasels (who are the bad guys, because Weasels always seem to be the baddies in anthropomorphic cartoons, which is a shame, because in real life they're really rather cute) have kidnapped or dognapped if you want to get all pedantic - Pluto, Mickey's canine confederate. Supposedly this is so they can gain possession of his new diamond collar. Which is a bit daft really, because you'd think it



[Above] Mickey moves up through the pack with his 'bird' right on his tail. These animals are pretty nippy drivers!

Choices.

Once you've played through a track once, you can then access it in the practice or time trial modes, via the pages of a big picture book...







[Above] Taking a slight detour from the search for Pluto, Mickey prepares to cross the border with his stash of illegal guns.





[Above] Your progress through the game is mapped out on... a map. This is stored inside a box which opens when you need it.

would've been much easier just to lift the collar rather than pinch the pooch. Particularly since Mickey and pals – as they work for Disney and thus must take home an absolutely huge pay-packet at the end of each month – probably then wouldn't have bothered to do anything about it. Still... they're Weasels, so they're



[Above] Looking rather cheerful for someone who's had his best friend stolen, Mickey motors around in second place, seemingly without a care in the world!

the plot, we're sure you'll agree...

So, before you can say 'call the FBI you fool, or at least take the train!'
Mickey and pals are off across the

"The presentation is outstanding, beginning from the moment you turn the console on!"



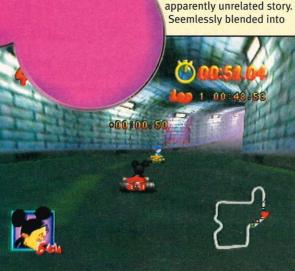
[Above] It looks like our rodent hero has got some time to make up here – third is good, but getting first would be better!

probably not all that bright. This is proved by the fact that the daft old Weasels then send Mickey an email postcard telling him of their crime (the fools!)

Driving Miss Daisy

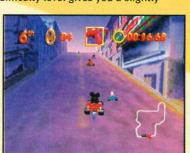
The result of all this criminal capering is that Mickey quickly contacts all his cartoon pals and shouts 'Pluto's been kidnapped by the Weasels!

Quick, we've all got to go and get karts and race after them!' Ah... yes. We were wondering how the whole racing angle was going to be shoehorned into an apparently unrelated story. Seemlessly blended into



good old US of A in search of the poached pooch, Pluto. And that's where you come in...

Your task is to track down the Weasels (which isn't actually that difficult as they keep emailing postcards from the various locations they stop at on their travels - doh!) and to do this you must take part in a number of different races. Initially there are three race series' available, 'Traffic Troubles', 'Motorway Mania' and 'Freeway Phobia'. Each of these consists of four tracks from various locations in the US. including San Francisco, Alaska, Seattle, New York and the bright lights of Las Vegas. Each series also has three difficulty levels, represented by different race classes: Amateur, Intermediate and Professional. Each difficulty level gives you a slightly



[Above] Hitting the boost arrows gives you a burst of speed. Do this near a bump and before you know it you're airborne!



[Above] The setting for the San Francisco track includes a rather picturesque view of the Golden Gate Bridge – gorgeous!

faster kart to drive, but the speed and skill of your opponents also dramatically increases to compensate.

Minnie Cooper

Just like Mario Kart and Diddy Kong Racing, this game doesn't just rely on straightforward racing to keep you coming back for more. If you've played one of these cartoon-style racing titles already, then you'll know that they usually have various track features and pick-ups to add a little variety to the gameplay. In this case you get boost arrows, gold tokens, and special barrels.

The boost arrows are pretty simple – drive over one and you get a

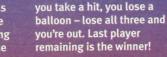


[Above] Gentle... er, animals! Start your engines! It's four-player fun with the Disney crew – let's get it on!

Last Mouse Standing!

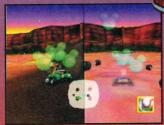
The Battle Mode in Mickey's Speedway USA pits four of the characters against one another in a large arena filled with

pick-up barrels. Each kart has three lives, signified by three large Mickey balloons floating above each vehicle. Each time











MICKEY'S SPEEDWAY USA



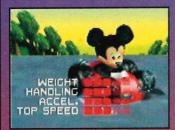






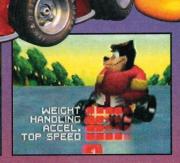
The Disney Club!

These are the guys and girls you get to choose your driver from...









Mickey

Minnie

The mouse of the title. He's average in all departments (driving departments that is) and hence a good one to start the race off with.

Daisy

Miss Duck is light and has good handling and acceleration, but her low top speed means that she inevitably loses out to faster racers on the long straights.

Goofy

He's heavy, he handles like a brick, and his teeth stick out. Er... which isn't really relevant. Fortunately, Goofy has got a nice high top speed.

Pete

The rather anti-social member of the group has the same traits as Goofy (apart from the teeth). His high top speed comes in very handy if you can control him.



This mouse looks a lot like

Mickey from behind and is

identical to Daisy Duck in

the slow side overall.

performance so she's a little on



Donald

This bad-tempered duck has exactly the same driving abilities as Mickey, making him another good character to begin the game with.



Dewey

Donald's blue-clad nephew is the first of the hidden characters. He's a little slow on straights but has great handling and top acceleration.

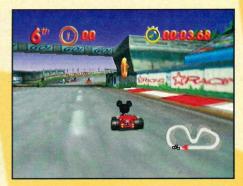


Louie

The second of Donald's nephews has got it where it counts - he's fast, accelerates well and handles like a dream. You just can't lose with him!









temporary burst of speed. Each gold token, when collected, increases your overall speed for the duration of that race, and you can hold up to 20 of them. The barrels though, are the fun bit. Pick one up and Gyro (the brainy inventor duck) supplies you with a

you that Dewey (one of Donald Duck's nephews) has joined the race and advises you to try and complete the next race series.

And that's basically the size of it. As you complete races you get clues as to the Weasels' whereabouts, and

the Everglades (complete with shuttle launch facility) and Malibu (Er... which offers good surfing).

"It's just a litt<mark>le on the easy side..."</mark>

one-shot item. This might be a huge baseball, a shield and speed boost,

an oily sludge puddle, a homing toy car or model plane, or even a mini-thunderstorm that hovers over each of your fellow cartoon racers!
As you play through the various tracks, Gyro pops up and gives you hints and other information. Finish all three series' on Amateur level for example and he unlocks a special cheat for you, tells

each race series you finish unlocks certain things, be they characters, features, or... more tracks.

For if you manage to come first on all three classes of each series, you unlock a new collection of tracks: Victory Vehicles. This series is supposedly more difficult than the other three, and takes you to the more exotic locations of Yellowstone (not to be confused with Jellystone, which doesn't actually exist), Washington DC (through the White House, no less),

Animals In Automobiles

The tenuous storyline is fairly redundant as far as the actual gameplay goes, and it doesn't actually make much sense. For instance, why is everyone who is supposedly working together to rescue Goofy suddenly competing against one another? And why are they driving round and round looped tracks instead of speeding crosscountry in hot pursuit? Okay, since the story isn't really an important part of the game, it's probably not fair to pick holes in it, but then it wasn't our idea to have a story in the first place, was it?

In addition to the straightforward racing modes, there are also a few



[Above] We're heading for a car park! This is no time to stop for the shops – you'll just have to get your copy of Quack Attack another day!

[Below] If you get confused after a crash and end up travelling the wrong way, a ghostly version of Huey pops up to tell you.



[Below] This is a rather handy power-up as it makes you impervious to attack and gives you a temporary burst of speed.



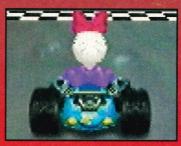
A Better Class Of Kart

There are essentially four different karts in the game, although two of them actually look identical.



Amateur Class

This kart is very small, fairly slow and not actually all that maneuverable. It's a good kart to get you started, but seems very sluggish if you go back to it later.

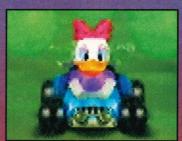




Intermediate & Professional

These two classes look the same, but the professional out-performs the intermediate. Both are very fast and highly maneuverable.





Battle Kart

This little baby is a little less streamlined than the other karts, but a lot tougher. It looks almost like an off-road vehicle and handles extremely well.



MICKEY'S SPEEDWAY USA



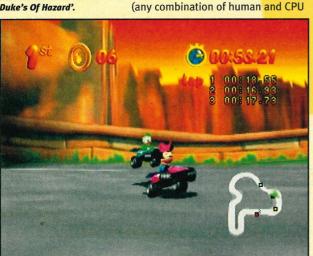
[Above] Lewie... er, or Dewey - well, one of Donald's nephews anyway - joins the race and pretty soon he's flying, literally!

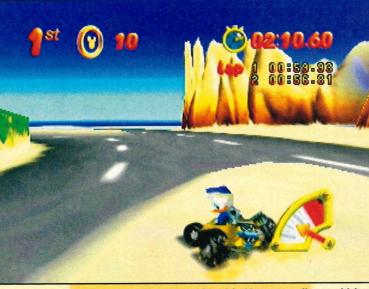




[Above] The rear view option is useful for checking on the status of the opposing drivers – just don't use it for too long or you crash!

[Below] Yeehaw! Daisy and Louie audition for parts in the latest movie based on that classic TV show 'The Duke's Of Hazard'.





[Above] The sand on this track may look nice, but it's advisable to stay well away with it as your wheels end up spinning and your speed drops dramatically if you hit it.

others. Time-trial mode is fairly self-explanatory and lets you take on any of the tracks you have managed to unlock thus far, racing against the clock to get the best time. A nice feature of this mode is that in addition to the – by now standard – 'ghost' option, which allows you to - well, there's got to be at least one human player, obviously) face each other in one of four different arenas and basically blast hell out of one another with the various weapons until one person remains.

One mode which isn't quite so selexified to be at least one human player, obviously) face each other in one of four different arenas and basically blast hell out of one another with the various weapons until one person remains.

race against a ghostly car of your

best time, you can also go to the

ghost'. This lets

you race against

the best times of the guys who

developed the

of a ghostly vehicle – and it's great if you fancy

finding out whether

actually made it!

you're half as good at the game as the people who

explanatory part of Mickey's

game – once again in the form

options menu and switch on the 'staff

Battle mode is another fairly self-

Speedway USA... er, but we're going

to explain it anyway. Four players

One mode which isn't quite so selfexplanatory is 'Practice'. Or maybe it is... we're not actually that sure. You see, select this and you get taken to a strange, barnyard level with

variety of ramps and corners and a bunch of chickens. Now we're assuming that all that this level is for is to get you used to driving your carts, but this being a Rare game, we kind of expected that perhaps there might be some hidden secrets... if there is though, we didn't manage to find them.

nothing in it but a

Motorway Mouse

So... that tells you a bit about what's in store, which means it's probably time to tell you a bit about the game. You know, like whether it's any good, that sort of thing. It's inevitable really, that any game like this is going to find itself being compared to both Mario Kart - the racer that came out what seems like a lifetime ago now and which wowed all and sundry with it's ultra-addictive gameplay and also to Diddy Kong Racing, one of Rare's early N64 titles which did for karting what Goldeneye had done for the first-person shoot-'em-up genre. We could go on at length comparing the various vital statistics of the three games, listing the pros and cons and ultimately coming to a decision as to which is the best... but

Victory Vehicles

Finish all three of the initial series' in first place on all three classes, and you unlock this extra mode which has four brand new tracks...



The place where all the bears live and the basis for Yogi Bear's fictional home, Yellowstone is very windy with lots of rocks.



Travel to the seat of power, realise that there's still no President, and race around the plush halls and gardens of the one and only White House.



This swampy level is filled with muddy sections just waiting to slow you down. Watch out also for the shuttle which lifts off as you drive past.

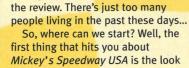


Yes, this is where we want to be! Gorgeous, golden beaches, clear blue sea... it's just like being in Bournemouth, only with less old people!





[Above] The four-player mode is very fast, and very frantic. It's great fun though and complements the one-player nicely.



first thing that hits you about Mickey's Speedway USA is the look of it, so that's as good a place as any to begin. Graphically this game is just beautiful. If it was a painting it would be... erm, one of those really good ones that you find hanging in one of the famous museums. You know, like the... er, 'Moaning Lisa', or one of those other well-known ones. Quite simply: it's gorgeous to look at. The presentation is outstanding; beginning from the moment you turn the console on, and get a tracking

we're not gonna. Those other games

were great, so's this one - on with

shot of a cartoon
N64, through to
every aspect of the
gameplay. All the menu
screens are animated,
situated in a virtual room
where toys litter the floor and
the different modes are represented
by a child's building blocks, perched
in precarious formations on the floor.
Choose a mode and the block you've
selected causes the whole lot to come
tumbling down. And all this is even
before you get into the main game.

Duck Truckin'

In-game, everything is just as aesthetically pleasing. Each of the Disney characters has been studiously recreated and is beautifully animated with a whole range of little attentions to detail which you only really notice when you step back and properly

study the game, but which all add to the experience.

The audio is similarly polished. The characters each have a number of different phrases and

exclamations - all done by what sounds like the original voice actors and the music in the game manages to be light and bouncy without at any time becoming annoying (unlike, for instance, the music in Pokémon Puzzle League, which has you wanting to track down and kill whoever composed it... very slowly). The audio is actually very amusing. In other games of this type, the characters would traditionally be lobbing insults at one another. In this title though, because the characters are all such great friends (and presumably - because it's a Disney







[Above] Louie's in the lead with Daisy running a close second! Donald and Mickey seem to have lost it though.



[Above] Despite the obviously smaller viewing area, the detail in the four-player mode is nevertheless very good.



[Above] Donald decides to try his luck in the place where dreams are made... hang on, no, that's Hollywood.

Victory Will Be Mine!

Once you've sorted yourself out, mastered the kart handling, and kicked the other cartoon animals' respective asses, you get to witness the victory lap. This is where the top three drivers visit Gyro's... er, observatory to collect their accolades and witness a pleasant fireworks display. Very nice... but shouldn't they all be off searching for Pluto?

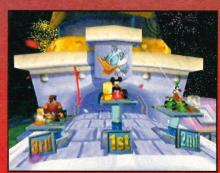












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Practice Makes Perfect!

Choose Practice mode and you are whisked over to a corner of the virtual room where a little Scalextric car is whizzing around a track. This mode allows you to drive around an arena which is totally deserted apart from some very grumpy chickens and seems to serve only to let you practice your driving... or does it?



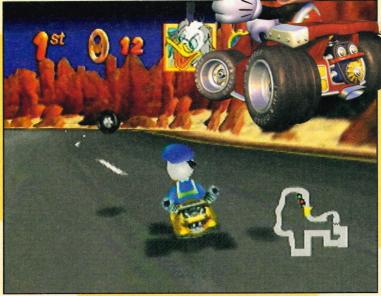












[Above] Oh dear... Donald gets hit by a missile and his car literally goes to pieces. Note how the car shadow still has wheels attached though - someone cocked up there!

license) instead of insulting one another when they use weapons, the characters here actually apologise! It's very surreal, and very amusing!

So graphically and aurally, Mickey's Speedway USA is just great. And it doesn't half handle well too. The kart handling depends on whoever is driving, with each character having a certain top speed, acceleration, handling and weight and the quality of karts improves as you move up through the classes. However, even the slowest, most sluggish kart handles extremely well and it's just a case of getting used to each of them and how they perform during the races.

Weasels At The Wheel

One complaint we do have with this game is the difficulty level - it's just a little on the easy side. Oh... it might not seem like that at first, because if you try and take on even the Intermediate class with just the original characters then you're going to find it hard going. However, because you unlock new characters as you play through, it gets easier and easier. In fact once you've unlocked Donald's nephew Louie, who has terrific speed, handling and acceleration, you can't really go wrong - it's just a case of hitting the

accelerator and hanging on! Even the hidden Victory Vehicles mode doesn't present much of a challenge when you've got Louie behind the wheel! Of course, there are a few other things

hidden in the game that are going to increase the longevity, but even so, the fact that you can get all twelve of the first tracks and the bonus four finished in under five hours is just a little bit worrying...

Overall though, Mickey's Speedway USA is one hell of a good game. All the different game modes (aside from Time Trial) can be tackled by up to four players, which is nice because often games of this sort won't let you take on the championships in multiplayer. The whole look of the game is one that cries out for you to sit down and watch it, never mind play it - it's that gorgeous, and the variety of game modes guarantees that there should be enough gameplay to keep you coming back to it for quite some time. If you're looking for a top-of-the-range racing game, then you can't go far wrong with this one. Nip down to your local Nintendo dealer and drive away a Mickey's Speedway USA today!



[Above] Oi, Donald! We've just had those carpets cleaned, and there you are driving all over them! Do you do that at home?



loveable cartoon animals.

MICKEY'S SPEEDWAY USA

N ISO ISO ISO ISO ISO

ARacing is great fun, especially when combined with pace and groovy weapons. This offers plenty of tracks to conquer and three difficulty settings to test you. It's essentially Mario Kart, only with Mickey behind the wheel instead of Mario - which can't be bad!

--- Russell Murray

















Just when you thought that 3D platform games couldn't get any better...



t's been two long years since the bear 'n' bird duo finally defeated the super-vain witch Gruntilda, and since her vanquishing, things have pretty much returned to normality for Banjo and his group of strange friends. That, however, is all about to change! One dark and stormy night (for

this sort of thing always happens on a dark and stormy night - it's an old law, or a tradition, or something) Banjo, Kazooie, Mumbo Jumbo and Bottles - the mole who trained our heroic pair in the first game - are all minding their own business, having a quiet game of cards round at Banjo's house. Suddenly, the house starts to shake, and when Mumbo goes outside to investigate he sees two new witches, Mingella and Blobbelda, magically raising the boulder which covers the late Grunty's resting place! Quick as a

flash, the old - supposedly dead witch is out of her grave and flinging spells around with wild abandon. Before you can say 'run away!' Banjo's house is reduced to a smoking pile of rubble (or what an estate agent might call 'an ideal fixerupper') and the witches are gone in Mingella and

Blobbelda's strange tunnelling machine that looks suspiciously like the Mole from Thunderbirds (Gerry Anderson's lawyers, please take note!)

Once the dust has cleared, Banjo, Kazooie and Mumbo emerge from coverhaving left

the house just before the magic spell hit. Bottles however, wasn't quite so fast and as the furry friends watch in horror, he proceeds to stagger from the wreckage of the house and snuff it! As Bottles' spirit leaves his body, Banjo looks at Kazooie, Kazooie

looks at Banjo, they both look

at Mumbo Jumbo, and Banjo mutters in a menacing tone, 'that bitch is gonna

RUMBLE PAK

*EXPANSION PAK

--> PLAYERS

Out now (import)

MINTENDO

MEMORY: Stores three different game saves and

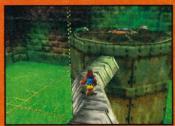
CONTROLLER PAK Not used





Everybody Split!

As you'll probably know by now, one of the biggest differences

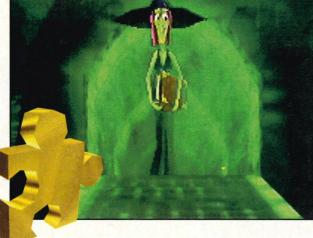


to this game over the first one is the ability to split up Banjo and Kazooie. This is one of the moves you

learn early on, and it is achieved via the split pads that you can see here. Once separated, Banjo and









[Above] Warp pads are one of the ways that Banjo and Kazooie can travel around quickly inside the levels.



Drill Sergeant yamjars is an American Drill Sergeant who schools our heroes on the various special moves.

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The transformations that were so much a part of the original game make a velcome reappearance here, and they're weirder



It's the mystical Indian Squaw, **Humba Wumba who** controls the real magic in this game!



Give Humba her Glowbo, jump into her magic pool and amongst other things you can become...



...a short, stumpy stone bear who can talk to previously statues and is good



.a rather fearsome dinosaur who looks far more scary than the ones in the rather disappointing Disney movie Dinosaur.



...and even a washing machine! You may remember this as the hidden transformation from the first game.

Merciless to threaten Flash Gordon with - can apparently suck the lifeforce from any creature, and even from the very ground itself. Once enough life-force has been collected, the machine can then be used to give Grunty her body back, warts and all! So, as if revenge for the offing of Bottles wasn't motive enough, Banjo and Kazooie are now racing against the clock to prevent the land they know and love from being turned into a cold and lifeless wasteland, unfit for intelligent life: a place, in fact, even worse than Milton Keynes!

Bear-illiant!

So that's the plot... what about the game? Well the first thing that you'll notice about Banjo-Tooie is that it looks very much like Banjo-Kazooie. Strange that. The game is obviously created on the same (or a very similar) engine, and as such the graphics are more or less identical and the game plays very much like the first one. However, as we commented in our review of Zelda: Majora's Mask, this is perfectly acceptable, because the first game was so gosh-darned gorgeous that you'd be hard pushed to make many - if any - major improvements to it. Don't get us wrong, there have been enhancements made since Banjo's first outing - the camera is a

play through, you notice lots of little graphical details that have been polished up - the water effects

for one, are rather groovy. Basically what Rare has done is take the original game and - rather than mucking about with the elements that already work - simply improved it. So... if you're expecting a fantastically evolved game, you're going to be

disappointed. But what you are getting is pretty damn superb, so you're best off just shutting up and exploring the multitude of delights



Now then... are you one of those people who thought Banjo-Kazooie was great, but considered it maybe a little too easy to finish? Then this news should make you happy: Banjo-Tooie is huge. It's a mammoth mutha of a game, lavishly filled with more puzzles and mini-games than you can shake a broiled Breegull at.

It doesn't actually seem that way

at first though. When you initially start the game, you begin in the area by Banjo's former house. From here you move on to the Isle O' Hags, which serves as the hubworld, and at first glance doesn't appear to be especially spacious. Even the first proper

world, Mayahem Temple, is actually fairly compact and won't take you all that long to explore. However, these initial stages of the game are very deceptive. Rare has planned the game extremely well, so that the first couple of levels - while not small by any means - are nevertheless of a fairly manageable size and the puzzles aren't too taxing (well, most of them, anyway). Reach Glitter Gulch Mine, however, and you start to realise just how big this game really is - and that particular world isn't the



Above This Indian sauaw is incredibly attractive... er, if you're sad enough to fancy polygonal characters, that is!





BANJO-TOOIE

Banjo-Doom!

Rare have excelled themselves with some of the subgames in Banjo-Tooie. One that seems almost too good to be true is a variation on Doom (which bears more than a passing resemblance to Goldeneye and Perfect Dark too) where the view switches to firstperson and Banjo uses Kazooie as a gun! This mode is also one of the many multiplayer games on offer, and it's absolutely superb fun!







[Above] Oops! Bottles has bitten the bullet! Well... he's actually bitten the rather unpleasant spell. Poor old mole!

Bird In The Hand

As in Banjo-Kazooie, each of the levels in the game has a multitude of characters, puzzles and secrets, and also like the first game, you can't initially complete all the puzzles and uncover all the secrets when you first enter a world. This isn't because the puzzles are necessarily too difficult the trick is that many of the objectives in a level require you to have acquired a skill or an item from a later level before you can tackle them. The idea, of course, being that as you gain these new skills or objects on the later levels you then have to go back and complete tasks that you have left undone on the earlier ones.

Now, this could be extremely annoying. In general, games that require you to retrace your steps a great deal usually end up being tedious, drawn-out affairs where much of your playing time is wasted trekking from place to place and back again. Turok 2 is a perfect example of this, and the general consensus in the office is that even Donkey Kong 64 suffered from this problem to a

"This game is afriggin'-mazing!" however, the

vaguely irritating degree. In Banjo-Tooie backtracking isn't a

problem. The levels - while large are not, as a rule, too labyrinthine (well, most of them, anyway) and the layout of each of them is nicely structured, with well-placed shortcuts in the form of portals that zip you wherever you want to go, once you've

[Below] As in Banjo-Kazooie, you must rescue all the linios. This time there are also evil versions of them in the game, called Minios.



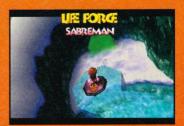
Blast From The Past...

On the Hailfire Peaks level, there's someone very special waiting for Banjo and Kazooie. Frozen in a block of ice is a strange old man in a safari outfit. Using Mumbo's magical powers, it's possible to unfreeze this fellow who turns out to be none other than Sabreman, the central character from classic game Sabre Wulf, which was one of the very first titles Ultimate (the

company that was to become Rare) produced, on the Spectrum 48k and the Commodore 64! Sabreman thanks you for freeing him from the ice and tells you he has been stuck there since 1984 - the year Sabre Wulf came out! The poor chap is rather cold, having been frozen for the best part of 17 years, so he asks Banjo to take him back to his tent. Do this, and the old guy settles down

for a nap, muttering: 'perhaps I'll ride on a Dolphin". Dolphin, as everyone knows, is the project name for the Gamecube - so is this a veiled clue to a forthcoming Sabre Wulf game on Nintendo's nextgeneration console? We asked Rare, and the response was a guarded "Hmm... well, people are just going to have to wait and see!" As far as we're concerned: that's a yes!





















Getting' Jiggy Wid It...

Once you've got enough Jiggies, you can visit Master Jiggywiggy's temple...



Inside the temple you meet the mysterious and muchrevered... er, 'man' himself.



He bids you to approach the great wall and prepare for his challenge.



Within a limited time, you must put the all of the pieces in the correct places to form a picture.



Do this correctly and Jiggywiggy uses the power of the Crystal Jiggy to unlock a new level! located the all-important warp pads. The result is that not only is it not a chore having to go back to levels already tackled, but it actually ends up being a pleasure, because more often than not you know that when you go back you're going to uncover something really cool!

Bear With Us

Everything about Banjo-Tooie gives the impression that, more than anything else, it's a continuation of the first game, rather than a totally distinct game in its own right. While this might sound a little obvious, it's not always the case with sequels. In Majora's Mask, for example, while the story follows on from the first game, you nevertheless begin without all the objects and skills that you'd acquired in Ocarina of Time. In Banjo-Tooie however, you start the game with all the moves you gained (or would have gained, assuming you played it

and played all the way through to the end) already available. What this means, of course, is that you can do everything you could in the first game, and guite a bit more besides. There are a gob-smacking 20 all-new moves for Banjo and Kazooie to learn in Banjo-Tooie, and that's in addition to a whole variety of different eggs, objects and special pads. Oh... and did we mention that Banio and his feathered friend can now split up and play independently? Or that you can now take control of

Mumbo Jumbo and go off for a wander? It's a fact: this game is a-friggin'-mazing!

Now you might be wondering exactly how you go about learning all your new moves, considering that your old Mr Miyagi-style mentor Bottles has just popped his clogs. Well fortunately, Bottles may be dead but he's still not totally

uncommunicative. On the initial stage at least, if you

approach one of his mole hills his ethereal spirit appears to give you advice and – if you need it – refresher training on all of the moves from the previous game. If you examine Bottles' body too, his spirit makes some very disturbing observations like 'look at me, I'm decaying' or words to that effect... er, but that's not actually really all that helpful.



Bottles' spirit does however seem to be restricted to the area in the immediate vicinity of Banjo's house, so who takes on the burden of training the bear and the bird now? Well, luckily, Bottles has family, and thus Banjo and Kazooie find some much-needed help in the form of the late mole's brother, Sergeant Jamjars. Jamjars is the epitome of an American army drill sergeant, and



[Above] Suddenly a nasty chill sets in. Fortunately Banjo remembered to bring his patented thermal 'Wonderbear' underwear.





[Above] As well as a bunch of new characters, you can expect to meet old favourites from the first game.

BANJO-TOOIE

ice ice Baby!

If you've played Banjo-Kazooie then you're more than likely aware of the controversy surrounding the missing Ice Key. Rare announced that the key could only be found by playing through the (at the time) upcoming Banjo-Tooie. We've been playing for a while now and haven't at time of writing managed to unlock the secrets that lead back to the first game, but we have found a few clues. For instance, we found this little guy, who is identified as an N64 cartridge - a Banjo-Kazooie cartridge no less! Catch him and smash him open. and a key appears, a key which is revealed as the Ice Key! Is this what we use to unlock the secrets in the first game? Watch this space for the answers...









Marvelous Multiplayer!

After the debacle that was the multiplayer mode in Banjo-Kazooie (sorry guys – it was pants though) we weren't really expecting all that much in this department from the sequel. As it turns out though, Rare has more than made up for that part of the last game! Banjo-Tooie contains no less than 11 distinct multiplayer mini-games, each of which is tremendously good fun! These comprise a dodgems game, a tomato-shooting game, a trash collecting game, a hoop-jumping game, a first-person balloon-target-shooting game, a minisub deathmatch, a multiplayer Doom-style game (with a few different levels), a strange 'packing' game, the Mayan Kickball game (of which there are two variations), an aerial dogfight between bees, and a quiz much like the one at the end of Banjo-Kazooie. Talk about value for money!



























[Above] There's lots of running around to be done in Banjo-Tooie, but fortunately the camera is better than in the first game.

he can be found in various places on each level, summoned by way of metal hatches. For clarity, these hatches have a red light on them to signify that Jamiars has a skill which you haven't yet learned or a green light if you've already got that ability. Sergeant Jamjars also runs a system of underground silos, which allow you to instantaneously travel to places in the 'hub' sections of the game - once you've initially found them the 'hard way' (ie: on foot).

Jamjars isn't the only new character you encounter in the game. Besides him and the additional witches Mingella and Blobbelda, there are a few other characters of note. King Jingaling is the king of the Jinjos remember them? The little bird-like creatures you had to rescue in Banjo-Kazooie? He's the guy you initially go



[Above] Become an adventurer! Travel to strange lands! Meet interesting creatures! Er... pelt them with eggs!





of the Jinjos - the little birds have managed to get themselves in trouble once again and - you guessed it - it's up to you to rescue them. They come in nine different colours, and when you rescue a complete family - ie: all the Jinjos of one colour - you get yourself a Jiggy. Watch out for the evil Minjos though... they look just like Jinjos but when you get close they attack you!

meet him he ends up a

zombie! On the subject



[Above] This level contains a tent that belongs to a classic videogame hero who goes by the name of Sabreman!



[Above] Ding, ding! All aboard! The delayed four-thirty express to Bournemouth will be leaving in just over five hours...



Tackling Targitzan!

Enter the Mayahem Temple and eventually you come face to face with the Mayan God Targitzan. This huge level boss consists of a rotating tower of stone and he fires poisonous darts at you from various orifices. To take him down you need to destroy his body, level by level from the ground up by hitting the targets that the fool has painted all over him! Easier than it sounds, once you've worked out a technique...











[Above] Each of the levels in the game looks markedly different. This one for instance looks rather futuristic...

Mumbo Magic!

Which brings us to Master Jiggywiggy. As in the first title, you must collect the golden jigsaw pieces - the Jiggies - to unlock the various worlds. However, this time around, instead of just finding them and taking them to the appropriate place, you also have to past a test set by Master Jiggywiggy, a mysterious figure who resides in a secluded temple near the Jinjo village. Once you have collected the requisite number of Jiggies you must go to him and pass his puzzle test. This is the animated puzzle-assembly challenge like the one Bottles made you do in Banjo-Kazooie to earn the various game cheats which could be entered in the Sandcastle. The catch is that if you're no good at this, you won't be able to unlock the levels, so you're well advised to start practicing on the puzzles in the first game now!

Another new character is Honey B. She's a friendly individual who you come across inside a giant beehive on the Isle O' Hags and she gives you energy in return for honeycombs.

The last new character worth mentioning is Humba Wumba. Whereas in the first game if you went to see Mumbo Jumbo he'd transform you into something, in this game popping in on the skull-



[Above] And guest starring this week on 'Treasure Hunt' we have... Banjo! Okay, so his butt isn't quite as nice as the former presenter's, but he does have very good stamina.



Hey Mumbo!

In addition to controlling both Banjo and Kazooie, you can also take direct control of that strange character from the first game, Mumbo Jumbo. He has a magical staff with which he can zap enemies (kind of like a mystical tazer) and his magic can be used to good effect in the various worlds. On the Mayahem Temple level, for example, Mumbo's magic can be used to summon a giant golden statue from the ground, which you then get control of and can use to stomp around the level, kicking open huge doors and generally scaring hell out of the comparatively ant-like enemies that you encounter.















Can I

managed to persuade Humba-Wumba to turn you into a stone bear, you can enter the Mayan Kickball Tournament. This strange sport involves chasing and kicking yellow rocks into your goal, while trying into the goals of your opponents. Not as easy as it sounds, and the matches get tougher as you approach the final.







headed witchdoctor instead gives you control of him. So, to get your transformations done, you need to go and see the mystical Indian, Humba Wumba. In exchange for a Glowbo - a rare magical creature - Miss Wumba changes you into a variety of different forms, and if you thought

Bird On A Wire

load of these!

As we've said already, Banjo-Tooie is an absolutely huge game and one which is destined to keep gamers

the transformations in the last game

were weird, then wait 'til you get a

remain to be unlocked in Banjo-Kazooie... The emphasis in this game is on gameplay and on fun. The humour throughout is fantastic, both in the dialogue between the many characters and even in the names. Take Bottles' family for instance we've never seen so many different

An awful lot of work has obviously been put into Banio-Tooie'

hooked for absolutely ages. This time around Rare has also sorted out the multiplayer options, which in the first game were - quite frankly - a joke, so there's going to be plenty

of replay value, even when you've finished everything in the oneplayer game. That said, there are so many secrets in here that, even when you do finish it, there are still likely to be plenty of hidden things to uncover, and a whole mess of puzzles to solve. Plus,

there's the whole mystery of the Ice

A lot of thought, a great deal of care and an awful lot of work has obviously been put into Banjo-Tooie to make it a fabulously playable title, just like its predecessor.

slang terms for spectacles in our lives!

It makes the delay in the release of the UK version all the more frustrating, but does mean that we've all

got something very, very special to look forward to in 2001. Banjo-Tooie is an absolute gem of a game, and one which no-one should miss. Pre-order your copy today!



ve] Banjo gets a little tired of adventuring and decides to bed down for the night in this luxurious tent.







ATTERNATIV

Banjo-Kazooie: Nintendo Reviewed: Issue 16, 90% Super Mario 64: Nintendo Reviewed: Issue 1, 92%

RATING

Graphics

nja nja nja nja nja

Andio

nja nja nja nja

Gameniay

वर्षेत वर्षेत्र वर्षेत्र वर्षेत्र वर्षेत्र

Challenge

Magazine Issue 48 2000



There aren't many games that make us want to bunk off work and stay at home all day playing it, but Banjo-Tooie does. It's the thought that if you play it for five more minutes, you might get a bit further that keeps you going... games like this will ruin your life I tell you!

Martin Mathers





Rabbit, Rabbit!

Another one of Tigger's marvellous mini-games, the point of this one is to copy everything that your good friend Rabbit does in the allotted time! It is quite a simple game that requires you to press the C buttons that correspond with the rather bizarre moves Rabbit makes. If vou can successfully achieve this (relatively tricky) task, then Rabbit will inform you how to perform a brand new jump!







itself! In the best story-telling tradition, the adventure begins something like this:

My scarf blew a

the wind.

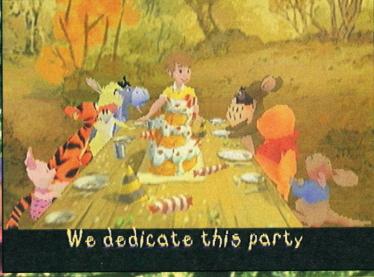
"It was a happy time in the **Hundred Acre Wood and** everything was just as it should be. Rabbit was pulling carrots from his field, Eeyore had lost his tail once again, Pooh was hungry, and it had been a while since the tubby bear had thought of an excuse to have another party. It was at that moment that Pooh realised there didn't have to be a reason and so began to prepare his humble home for guests. There was only one problem and that was honey, or rather, his lack of it and so it began to seem like Pooh was going to have to put his broom to one side and search for more honey. Things could have become extremely dull if it had not been for Tigger who made one of his more adventurous appearances that soon bowled Pooh over. When Pooh had managed to explain his situation to Tigger and the tiger had listened carefully to the information, Tigger took it upon himself to help search for more of Pooh's favourite food and off he bounced on a new adventure..."



With the plot out of the way, Tigger must bounce his way around various areas of the **Hundred Acre Wood, collecting** pots of honey, avoiding all manner of troublesome creatures and helping his friends out along the way. At this stage it should probably be pointed out that this game has been developed with the younger end of the market in mind and because of this, it doesn't actually require that much skill. However, as sidescrolling platform games go, this one is quite superb. For an older player who is more accustomed to Zelda or Perfect Dark, the game shouldn't take any longer then a few hours to finish, but even if it is completed within a short while, there is still loads to do and see, so stick with it!

Most of Tigger's quest is very straightforward. You start at one end of the level, proceed right and before you get to the finish you should have collected enough honey pots to leave that stage! It really is that simple, but as you progress there are some things which require a little bit more exploration.

Every few stages or so, one of the other characters teaches you a new way of jumping which allows you to jump higher or farther. These new skills mean that you can now get to places that were previously unreachable. Using these new jumping abilities



[Above] At the end of the game you're invited to the biggest and best of all Pooh's parties. Just don't get drunk and attempt to make a pass at Kanga!

"As inoffensive, easy to enjoy and brilliant N64 games go, this is one of the very best!"

[Below] There are tons of diamonds to choose from but Tigger isn't interested in those. No, he's only after the honey!





[Above] It's just another day in the Hundred Acre Wood and Tigger is doing what he does best – bouncing!



[Above] "Take that hat off!", yelled Tigger, "It makes you look like a bloody idiot, take it off before I slap you one!"



wen good morning rigger dear.

[Above] "About last night Mrs Kanga, you see, I got very drunk and... well, I think it's best we just forget all about it!"

REVIEW

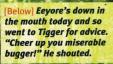




[Above] Tigger was blown away, literally, by the news that he was finally going to get his very own videogame!



[Above] After years of someone stealing clothes off his line, Rabbit finally managed to catch the thief on his CCTV camera.







vou can backtrack over past levels and complete new tasks. As each level unfolds, other characters from the **Hundred Acre Wood turn up** and ask for your assistance in finding a piece of equipment, locating another friend or in looking for a lost object. Some of these tasks are reasonably simple to complete while others are a lot trickier! As each new talent is taught to you, you can then go back and search the whole of any previous level to finish the task asked of you. So, even if the whole game itself can be completed rather easily, there are still little jobs for you to go back and tackle, which should surely add an hour or two to the gaming experience.

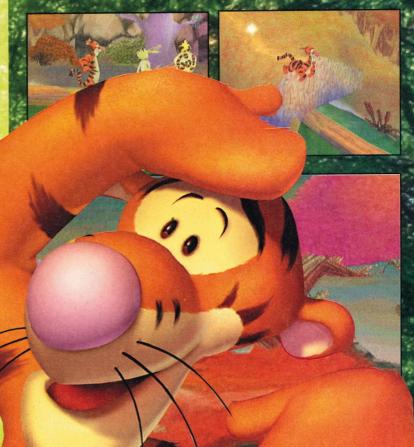
Another way that Tigger's Honey Hunt manages to keep your interest long after the main part of the game is over, is with its photo album section. As you progress through the game, you come across photos of Roo which you can collect. As you accumulate more and more of these photos, back in the menu screen they are added to your album that records images from your adventure. Once again, even if the game is a breeze to



[Above] Rolling, rolling, rolling... keep those Tiggers rolling... rolling, rolling, rolling... rawhide!



[Above] Er... aah. I can see that this is obviously a very bad time for you Mr Tree I'll just come back... a lot later.



Scissors, Paper, Stone

Towards the end of Tigger's adventure you will be required to play this game of chance with the wisest of all the characters, Owl! In a competition to win four games before your opponent, you must guess which of the three elements can beat whatever item Owl chooses. Again, it relies upon a choice of one of your C buttons but if you are lucky, you can time it just right so that you can see what Owl pulls out and therefore make the right choice!







39



[Above] Tigger has to be extra careful as he passes this windmill in the wood. It is rumoured to be haunted by an emu!





complete, there are usually still plenty of photos for you to hunt down and add to your collection!

Putting A Tigger In Your Tank

A lot of care and effort has obviously been put into this title to ensure that it doesn't look like some rushed-out product which could upset Winnie The Pooh fans or annoy gamers. Even though this title is really intended for smaller children, the developers have managed to make it accessible to all those interested in the world of Christopher Robin's favourite toys! There are minigames galore, ranging from 'Scissors, Paper, Stone' to 'Rabbit Says', which is a variant on 'Simon Says'. There is even the opportunity for you to challenge Pooh to a game of Pooh Sticks, which should delight a fan or two! Although these mini-games are discovered as you progress through the game they can also be accessed at the main menu screen for you to play any time

"Tigger moves smoothly and has a whole range of expressions and techniques to show off!" you like against the computer or even with a couple of friends! The opportunity to allow friends to play against each other (although not in the actual game) shows that this is a title that wants to be played over and over again, and to be honest, it deserves to be!

The way you actually control Tigger is simple and very easy to master. Only a few buttons need to be pressed at any one time, and special moves are achieved by pressing the Z or B button. This gets rid of having to hold down some buttons whilst stabbing at others in order to achieve that higher jump, and thus is perfect for younger players. The outcome of this is a control system that teaches the player all the moves he/she needs to know without giving them loads of buttons to remember in sequence so that they can overcome an obstacle! As the game progresses, the challenges ahead do become tougher and require you to master the controls but the difficulty of the game never becomes frustrating or leaves you wondering what to do next!

Piglet In The Middle

Possibly one of the greatest achievements that this game manages to deliver is the quite

stunning and beautiful graphics which don't just capture the feel of the Walt Disney cartoons but actually make you feel that you are watching the original animations. This has to be the most faithful representation of any cartoon character on any games machine so far! It quite simply is a wonderful job. The backgrounds look as though they have been lifted from stills of the original cartoons and the characters themselves are brilliantly rendered. A lot of care has obviously gone into this game!

As Tigger bounces around the nine levels, the seasons of the year change. Starting at spring and ending with snowy wintry levels, each one perfectly portrays the change in the weather. Tigger moves smoothly and has a whole range of expressions and techniques to show off as he interacts with other animals from the wood. All the favourites - including **Heffalumps and Woozles** - make an appearance and each one has the exact same attention to detail you'd expect from a **Disney** licence. This





[Above] Tigger likes to sail down river in style and this large box was just perfect for a pleasant cruise in the sunshine.

detail is at its best when you watch the cut scenes that link all the stages together, and which bring the magic of Pooh and Co to life. This obviously loving recreation of Tigger's world extends into the main menu sequence too! A giant story book contains all of the options and areas, and each section of the game has its own page. If you know the film and how it structured itself around the pages of a child's story book, then you already have a good idea of how the menu screens in this game look! It's quite amazing that an N64 title has been allowed to look this good and it is just a shame that unless you are an avid fan or a young gamer, the true spectacle of the game will be lost on so many! Everything from shadows to minor things like bats flying in the background have been added in, to ensure that there's far more to look at on the screen than just a mad orange stuffed toy with a strange fixation for jumping up and down!

Eeyore Number One!

Of course, the are a few small gripes to mention. The most obvious is that – of course – the game poses no real challenge to those of you who like your games to be tricky. There are a few (and by a few,



[Above] "Yo! Owl my man! How's it hanging dude? Ya gonna come on down the local gin-joint with me and chill for a while?"

2nd Opinion

nje nje nje nje nje

often when companies say games are aimed at 'younger kids' it's simply because they're rubbish, but that's not the case here. This is an absolutely fantastic game, carefully crafted for young gamers. It's fun. It's gorgeous. It's Tiggerific!

-- Roy Kimber

Memories...

As with any good photo album, Tigger's is filled with happy memories about his honey-hunting adventure. As you proceed through the game, you can collect more and more photos to fill up those originally empty pages. See if you can collect them all, and if you can, at least you won't have to worry about your mum pulling the baby photo album out to show family and friends. Especially that picture of you when you were aged two having a wee in the bathtub!





we literally mean a very few) moments when the game might be a little too tough for the younger kids, and bearing in mind who this game is aimed at, these occasional instances might be a bit off-putting. As an overall game though, these problems pale into nothing because the strengths of the game far outweigh the few negative points that the title has.

If you can forgive these minor flaws then what you are left with is a fun, gorgeous, almost addictive title that is one of the few real games that invites the younger members of the family to pick up the control pad and play away. Okay, so it won't set the gaming world alight and many older players will dismiss it for the subject matter and difficulty, but to those of you who do decide to invest in it will never, ever feel disappointed. T-T-F-N!



CONTROLS



AITERNATIVES

Quack Attack: Ubi Soft Reviewed: Issue 46, 85% Yoshi's Island: Nintendo Reviewed: Issue 13, 85%

RATING

Graphics

क्षा क्षा क्षा क्षा क्षा

Audio

क्षेत्र क्षेत्र क्षेत्र क्षेत्र क्षेत्र

Gameniay

nja nja nja nja

Challenge

nga nga nga nga

OVERALL SCORE O

92

Soundhite:

Although easy enough, It still had plenty for you to do and, of course, it looks stunning!



► HEY YOU PIKACHU!

\$64.000

- + Fairly nice graphics
- + Quite amusing in places
- A wide variety of Pokémon games to play
- Ovice recognition is really very limited
- Tasks are very basic
- Not actually much 'gameplay' involved





- MEMORY: Stores two saved
- ONTROLLER PAK Not Used

--- PLAYERS



-> EXPANSION PAK



--- RUMBLE PAK

Publisher	Nintendo
Developer	Nintendo
Game Type	Virtual Pet
Origin	USA
Release	Out now (import)
Price	f89.99

If I could talk to the animals...





| Below: Roy attempts to communicate with the strange yellow lifeform that's appeared inside his TV, while Russell... er, laughs a lot.









that due to

translation

Thanks for coming. This is the Viridian Forest Edge, where yild Pokémon come to play.

problems, there wouldn't be an English language

turned out to be half-right, because although Nintendo UK have stated that a European conversion is almost certainly a 'no-no', an American translation has just recently materialised across the pond.



version available. That

Before you could say 'I demand a recount!' we were off down to our friendly local import emporium and while the hard-working shopkeeper was busy on the phone - made off with a copy of the game, post haste! (Note: we obviously gave it back afterwards, because remember kids: stealing is wrong!) Safely back in the 64 MAGAZINE games area, we connected everything up, switched on our Nintendo and tried out our best American accents out on the diminutive Pokémon who (eventually) shyly came forward to meet us.

Hey You, Pikachu! stars - you're not going to be overly surprised to learn the most famous Pokémon of them all, Pikachu. The story behind the game (gotta have a story you know) is that Professor Oak, the Pokémon bloke from the cartoon, is working on a new way of communicating with Pokémon and you've volunteered to help him out. The obvious flaw in this plot line is that in every Pokémon cartoon, comic and movie the little collectible creatures seem to be able to understand anything that is said to them, without the need for any special devices, but hey - what can you do?

All Right, Listen Up!

Our story begins therefore in your house with your mum (well not your mum, obviously - just someone who pretends to be your mum in the game) waking you up and reminding you that you're supposed to be helping the Professor

Is This Love?

Can two individuals really fall in love when they're not even of the same species? Particularly when one of them is actually just a fictional character brought to life through a videogame who only responds to limited phrases like 'Hello', 'Goodbye' and 'Get off the bed you disgusting little creature, you haven't wiped your feet!' Roy would like to think so. We caught him doing this after several continuous hours of subdued chatting with a certain overly-cute Pokémon. Some might say that Roy was a little sad, some might say he's deluding himself... we just reckon he's not playing with a full deck any more.





[Above] Oops... got a bit of a nose blockage... uh oh, I can't hold it! It's no good, it's gonna blow... everybody clear out of here - now!

ey you! Yes, I'm talking to you! Voice recognition on the N64! What do you reckon? Bit cool, eh? We thought so too. Shame the only thing you get to talk to is an insufferably cute, diminutive yellow monster. Ah well, you can't have everything...

Hey You, Pikachu! was the talk of the office (no pun intended) when we first heard about it. An N64 game with voice recognition? How cool would that be? Initial outings on the Japanese version proved strangely unsatisfying, mainly because our mastery of Japanese is... er, crap. The

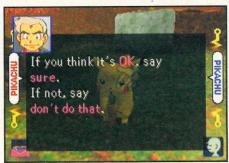
"At first, the game is rather fun."

little yellow fellow spent most of his time just staring at us in bewilderment - much like a member of the 64 MAGAZINE team who's just been asked to 'get a round in'. The word on the street at the time was 'Give Way' - ho ho! Sorry, no ... the word on the street at the time was

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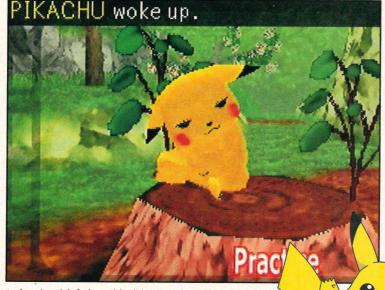
character Bruce Banner (aka: 'The Incredible Hulk') Pikachu is not someone that you want to make angry! There Roy was, chatting away happily, minding his own business and wondering how long it was until lunchtime, when he failed to notice that our yellow friend was getting a bit narked about something. Before you could say 'Hang on, I'm not Earthed!' the grouchy Pokémon unleashed a massive thunderbolt and... well, the result was rather unpleasant, to say the least!











today. A quick fade-to-black later and you're in the Viridian forest, face to face with a wild Pikachu! Under the Professor's instruction, you then get to have a brief chat with the friendly fellow, before returning home to bed - days in Pokémon country apparently being rather shorter than they are in most other parts of the world. Perhaps the Pokémon all live near the planet's pole or something?

Anyway, over the course of the next few 'days', and under the watchful eye of Professor Oak, you get to know Pikachu and to earn his confidence. This is done by chatting to him and playing some simple - for

[Above] Er... yes Roy. It's a television. Very

good. Now can you please just get on with

reviewing the game?

want of a better word - games until he grows so attached to you that he moves into your bedroom (and that's without even being engaged first, let alone married! Pokémon these days, I don't know...) Once Pikachu has moved in you are then free to roam around the surrounding

areas pretty much at will and try out a variety of the aforementioned games, which range from fishing to taking part in a Spanish-style pinata party.



[Above] Hey You! Yes, you! I'm talking to you, Pikachu! What are you looking so cheerful about? No-one likes you anyway.

It's Good To Talk...

So... nothing particularly special so far, right? Except of course that your method of interaction with Pikachu in this game is rather special. The gameplay revolves around the use of a special N64 peripheral, the VRU, or Voice Recognition Unit. This plugs into port four on your console and connects to a microphone which, in turn, clips neatly onto your N64 controller. With everything correctly assembled, the Z button becomes your PTT key (that's Push-To-Talk, just in case you're not up on the latest radio jargon). Press Z, speak clearly into the microphone... and a speech bubble is fired at Pikachu, letting him hear your words and respond to them!

Obviously you can't just chat about any old thing, though. The game and therefore Pikachu only recognises a limited range of specific words and phrases, some of which are listed in the manual, others you pick up as you play through the game. Whenever explanatory text is displayed on-screen, the phrases which Pikachu is (allegedly) able to understand are

highlighted in red, and thus you know to note them all down. By learning these phrases, the idea

is basically to 'get on' with Pikachu, coaxing and cajoling him through the variety of sub-games for which you



[Above] Oh... okay, I'm sorry. I didn't mean it. It was just a joke, okay? Don't give me that 'wounded puppy-dog' look again...



One of the activities that Pikachu enjoys (apparently) is fishing - you discover this when he turns up at your door with a fishing hook apparently stuck in his head!



Yep, Pikachu likes going fishing all right - could he be a little more excited, do you think?



Just like real fishing, you can end up standing around doing nothing much of the time.



However, time in the game is compressed and so fairly shortly we've got a bite!



Pull you little yellow bas... er, pull you cute, cuddly creature you! Come on, heave!



Twenty-three inches eh? Not bad. Of course, you should have seen the one that got away...





[Above] "So anyway, I said to Charmander, 'you can't do it like that!' and he just looked at me with this daft expression..."



[Above] Greetings earthling. I am an emissary from Nintendo, here to tell you that we are taking control of the world!

"The vocabulary that Pikachu (supposedly) understands is very limited."



0

earn certain bonuses and acquire different objects. Any objects that you use the VRU and how to deal with find are stored in your inventory and you can then take them out and use them to strengthen your relationship with your pet Pokémon. The beachball for instance can be used for a game of catch - something which Pikachu is rather keen on (apparently).

Is There Anybody There?

So... the big question then: how does all this come together? Well at first, the game is rather fun. The initial few stages are basically a series of special

tutorials which educate you on how to Pikachu. It's rather good fun to speak instructions and have Pikachu respond to them, and the various tasks that the little yellow chap has to perform are fairly novel and entertaining for a while. But (there's always a 'but'), there's a problem.

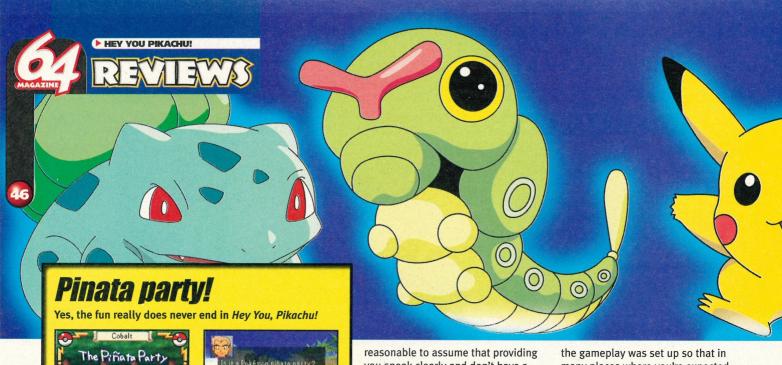
The first of these is the speech recognition. To be frank: it's not actually very good. Okay, so it's fair to say that this is an American game and therefore the VRU is presumably calibrated for an American accent and American pronunciation. That said though, Americans in general do still speak English (of a sort) and so it's

Now Hear This...

Here's the set-up that allows you to talk to everyone's favourite (or least favourite) Pokémon – the VRU plugs into port four on the N64 and the microphone is connected to it. The microphone then clips neatly onto the back of an official controller (you'll need to use sticky tape on a third-party one) and you're all ready to chat!









Pikachu's been invited.



The aim of the game is for you to guide Pikachu towards the Pinata..



Okay... left hand down a bit... forwards... forwards... and now swing that stick!



Fun, eh? That Professor Oak obviously doesn't get out very much.



Left a bit, left a bit... now right, keep going right... no, the other right!



Success! Now quick, pick up all of that cool stuff and let's leg it out of here!

you speak clearly and don't have a broad Glaswegian accent then anyone speaking English should be able to make themselves understood at least part of the time.

It would be understandable of course, and perfectly reasonable, if certain words which sounded similar were mistaken for one another by the game. So saying 'Yellow' instead of 'Hello' for instance. Or 'Clock' instead of 'Drop'. However, it's not really much good when you say 'Naff off you annoying little yellow thing' and the game responds as if you've said: 'you're so cute'. Russell (resident Pokémon authority) had a bash at the game and - being the person he is he thought he'd try out a few of the more popular expletives and the result was rather disappointing. Basically, whatever he said to Pikachu, the creature responded as if Russell had said whatever it was that the creature had been expecting to hear. So if Pikachu was expecting us to say 'hello', then no matter what we said he'd smile and wave and say 'hello' (or the Pikachu equivalent) back.

In fact the more we played with the game, the more it seemed to be that

many places where you're expected to say something, more often than not there is only really one response that you can give, and whatever you say, Pikachu reacts as though you've said it. Even when you're in a situation where there are a range of things to say - like on the Field Trip sub-game for example where you're supposed to help Pikachu find various items in a field ('field' trip, geddit?) it doesn't really seem to matter what you say. Pikachu just roams around and pretty much does his own thing anyway.

I Can't Hear You!

After a while this begins to get a little frustrating. The vocabulary that Pikachu (supposedly) understands is



The Pied Piper Of Poliwag

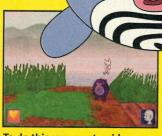
Yes, as if this game weren't exciting enough already, you actually get to go on a rescue mission! Calm yourselves though, it's not actually that interesting...



Apparently a number of little Poliwag have gone missing in a swampy area.



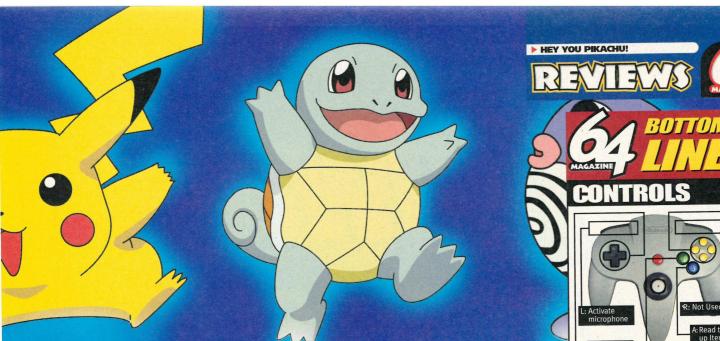
So it's up to you and Pikachu to track them down and collect them before nightfall.



To do this you must guide Pikachu around the paths, hunting for the little creatures.



Who then follow the yellow fellow as he takes them home where they belong.





[Above] The house that you inhabit in the game is a lot like the Big Brother house... except that you're allowed to leave when you want!



very limited and the games that you get to play with him are ultrasimplistic and ultimately not all that satisfying. They're obviously aimed at vounger children, but that doesn't excuse them from being dull and once you've tried them once or twice – fairly repetitive. Graphically too, the game is a little disappointing. While Pikachu himself is fairly well animated and the game is nice and colourful, there are lots of graphical touches which are badly implemented. When Pikachu is eating something for example - he takes two small bites and then the whole object just disappears. You can't help but feel when you look at the graphics and consider the gameplay that the vast majority of the work involved in this game went into developing and programming the VRU, and how Pikachu responds to it.

"Fun for a while, and then ultimately it just gets boring."

It certainly seems that the rest of the game was pretty much an after-thought.

The result is a title that is essentially a novelty. Presumably if gamers are young enough that they don't mind the simplicity of the subgames and the fairly basic animation on everything except Pikachu, then they'll doubtless love the fact that they can communicate – even to a limited extent – with the cuddly little monster. Anybody older though, unless they have a real love of all things *Pokémon* and can thus look

[Below] Oh good grief... not on the bed you daft animal! Those scorch marks are a bugger to get out – I'll need to buy a new duvet now!



Hey You, Pikachu! is a very unusual game, in that all you really need to do is talk. It is an excellent choice for younger gamers who adore the little yellow Pokémon, but probably not worth squat to any real gamer. A nice idea, although a rather expensive one!

-> Russell Murray



beyond the numerous negative aspects of the gameplay, is going to find that this a bit of fun for a while, and then ultimately it just gets boring. This is probably going to be a bit of a let-down for most N64 Pokémon fans, but then at least it means we're not missing out on the PAL conversion of a fantastic N64 game, just a rather novel one. If you've got an American N64, then our advice is to try and borrow this game from somewhere because it's well worth giving it a bit of a bash - if only for the experience of being able swear at Pikachu and then have him wave cheerfully at you in response. It's not, however, really worth stumping up the cash for your own copy.

Goodbye Then!

Roy and Pikachu would just like to take this time to thank you all for reading this review, and to say that they hope you can all come visit again, real soon! Goodbye then! Goodbye! See ya! Caio! Adios! Now don't be a stranger, y'hear?





ALTERNATIVES

Pokémon Snap: Nintendo Reviewed: Issue 45, 90% Pokémon Stadium: Nintendo Reviewed: Issue 39, 88%

RATING

Graphics



Audio



Gamenlav



Challenge



OVERALL SCORE



Soundbite:

A novel experience, but ultimately a fairly

64 Magazine Issue 48 2000



Alex Jones



[Above] One of the great things about the ship you control in Defender, is the pace of it – very useful for legging it out of danger.

ARCADE FACT
Defender is clearly very popular with East Coast hardcore rappers, the Wu

GILLA J'S Createst Hiss.

Retro Arcade Fever sweeps the N64!

Tang Clan! On a recent collaboration with American he Seventies and early Eighties rockers Limp Bizkit, have a lot to answer for: the the Wu sampled three day week, miners' strikes, Defender's worldpower-cuts and, of course, the awful famous bleepy spectre of Margaret Thatcher. It noises to cover up wasn't all bad for our drainpipesome of their more trousered forefathers though, as 'colourful' Mars bars only cost about 3p, and language! Sweary! they did get to waste hours on many now-defunct arcade machines.

In those days, graphics were part of the imagination, and a quick blast on classics like *Defender* was perfect for killing time 'dahn the yoof club', or in your local smoke-filled amusement arcade. Well, now you can relive those heady days (even if you were only a twinkle in the milkman's eye at the time) with a copy of *Midway's Arcade Greatest Hits: Volume 1*!

The first thing that strikes you about this package is the sheer range of games available. If you had to choose six games that summed up arcade gaming's infancy, then Defender, Robotron 2084, Sinistar, Joust, Root Beer Tapper and Spy Hunter would probably all be on your list. The great thing about including this range of games is that everyone has their favourite, and furious

debate will be sparked by the list of titles alone! Shouts of things like: "Hey – where's *Space Invaders?*" and: "What – no *Rampage?*" might well be the result of wheeling this cart out at a party, but we think the games on offer are more than enough to be going on with, and good value too!

As all of the games featured here are still hugely popular in their own



NINFO

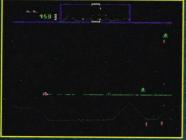
--- PLAYERS



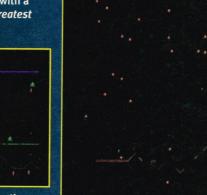
→ EXPANSION PAK



Publisher	Nintendo
Develope	r Midway
Game Typ	e Puzzle
Origin	Arcade Compiation
Release	Out now (import)
Deigo	



[Above] Have some green laser death, you evil invading alien you! The weapons in this game really do kick ass!



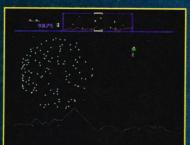
[Above] In the early days, heart monitors were extremely unreliable, difficult to read, and prone to breaking down.



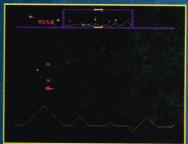
gazine Issue 48 2000

N/A

CONTROLLER PAK
Saves scores



[Above] The defending forces were forced to use last year's left-over Millennium fireworks when they ran out of ammo.



[Above] The aliens sent in their crack squad of battle-trained space jellyfish when all other tactics failed.



[Above] The prototype 'Snot Cannon' caused havoc when the defenders unleashed it for the first time.



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ATCAGE MOUNTED MOUNTED



- A Great value package
- Nice mix of game styles covered
- + Playability is king!
- Hours and hours of retro fun!
- Better than a lot of 'next-gen' games
- + Something for everyone
- A couple of the games haven't worn well
- Younger gamers might not see the point

ARCADE FACT
The game's unique two-joystick control system caused quite a stir when it first appeared in arcades in the early

Eighties. This stroke of genius was, however, a

complete fluke, and stemmed from one of the developers having a broken hand during final testing! Fortunate! right, we thought it would be only fair to treat each one to an equal spell in the limelight. So first, then, the mighty *Defender*...

Block Shoots Block Action

Released way, way back in 1980, when I was one year old, and Roy was a lot older (Oi! I was six, thank you very much – Roy) Defender was the first shoot-'em-up that scrolled both left and right. The game was designed around this feature, and had you steering your fearsome little ship around, blasting no-good alien scum, and rescuing little people.

Defender soon became famous for its control method, as the game featured inertia – which meant you

[Below] When they realised they were going to be seen under the microscope, all the bacteria got their best frocks on.





[Above] That little blokey with the white suit on is, take my word for it, VERY HARD. Do not mess with him, whatever you do!

could really throw the ship around, and it would drift under its own momentum — and also the greatest laser graphics ever. No, really. Call me nostalgic if you like, but those laser beams are a great sight, aren't they? The gameplay is also stupidly addictive, with the gamer using the radar at the top of the screen to seek out (or, more often, run away from) hordes of sinister blobs.

Eat Laser, Alien Scum!

Essentially your mission is a defensive one: you must prevent the alien invaders from picking up and

carrying away the little people you are protecting, or die in the process! All the features of a shoot-'em-up that we now take for granted are here, but, despite the (by contemporary standards) poor graphics, the Smart Bomb — your trusty kill-everything-on-screen ultimate deterrent — has just as much impact on the gamer as anything you'll see on an N64 or PlayStation. In short, *Defender* is still an absolute class today, and just fantastic fun.

The same can also be said of Robotron 2084 . This game was released in the same year as the mighty Defender, and proved to be no less entertaining. The graphics, while similar to those of Defender, are a significant improvement, although they still look very primitive by today's standards. The gameplay 'gimmick' which the original employed was to use two joysticks: one to scurry about the playing area, protecting your cyborg from the threat of marauding aliens, and the other to deal out 360 degrees of instant death with your really quite immense laser gun.

Massive Firepower Robotron 2084 pits you, a humble

Robotron 2084 pits you, a humble cybernetic killing machine, against vast swathes of... well, blocky things. We'll assume they're aliens, as the baddies in early coin-ops usually are, but it doesn't really matter. (Actually they're robots,

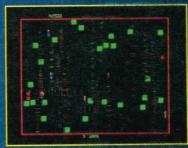
"These titles have to rely on something called 'playability"

[Below] 'Save The Last Human Family'? Blimey! Well, I've got a lot on at the mo' actually, but I'll see what I can do!

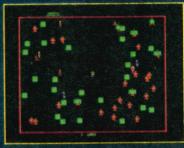


[Below] Ah, that Robotron title screen – a sure sign that you're only seconds away from shooting some aliens – and losing 10p.





[Above] This is the Star Trek-style 'beaming in' effect, and it means more bad guys are volunteering to be slaughtered. Hurrah!



[Above] Having a bad morning? Surrounded on all sides by foul, murderous aliens? No matter, kill 'em all with your big gun!

RETRO ARCADE FACT

The car featured in the game is based on a concept car that was popular at the time. Also, the developers of this top-down scroller listened to all sorts of Seventies music while they were doing the coding, like REO Speedwagon! Ask your Dads!



[Below] Let me through! Can't you see I'm a dangerous vigilante?

get out of my way?

Honestly, why won't people



hence the title of the game – Roy.) Where this game really succeeds is in the simple fact that you start every level in the middle of the screen in the midst of the action. Although this sounds like a minor point, it does mean that (as the screenshots show) it's a battle to stay alive from the word go. In later levels, the sheer volume of baddies means that the action gets completely manic, with lasers flying about all over the show as you try to protect the innocent humans from the evil robotic monstrosities.

At the end of the day, *Robotron* is a classic title. The gameplay style will be familiar to anyone who's played *Smash TV* – which is quite a



[Above] A quick equation for you: motorcyclist plus machine-gun fire, plus oilslick, equals? That's right, the answer is 'instant fiery death!'

aliens in deep space. This game also takes the 'inertia' control system idea from *Defender*, and improves on it, meaning that it really does feel like you're steering your ship around in craft is subject to momentum, but it can also spin around on the spot! This is very handy for those (all too frequent) moments when the ship is surrounded by legions of

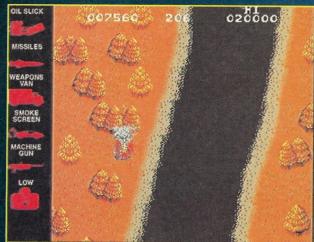
"Robotron 2084 pits you, a humble cybernetic killing machine, against vast swathes of, well, blocky things"

few people – and it's well worth checking out.

Sinistar is another early classic which sees you (stop me if you've heard this one before) battling evil

[Below] Road rage? Me? Never. I'm too busy blowing up innocent fellow motorists to experience road rage!





zero gravity. Also, like Robotron 2084, the simple fact that you're constantly surrounded by marauding enemies makes for some pretty frenetic gameplay.

Bash Those Buttons!

The basic aim of this 2D space battler is to destroy the Sinistar, a massive great asteroid-like baddie with flashing red eyes and sharp, pointy teeth. No, really! The only problem is, the Sinistar is also about 200 times the size of your puny little spacecraft, so, more often than not, you go running after the Sinistar, only to accidentally get eaten when you engage it in combat! Persevere though, cos the effect when you destroy the immense enemy is really quite impressive!

Another great feature of Sinistar is the way that your ship handles. As we've already mentioned, the

As we've already mentioned, the

[Above] Pickford's and Rhemo's bitter feud escalated into mindless violence on the open roads.

incoming asteroids or aliens, as it means you can take them all on at the same time. There's also a handy little map at the top of the screen, which makes tracking down your enemies much easier.

Midway obviously thought that gamers might need a break from the whole 'killing aliens in space with lasers' scenario. So, in the immortal words of Monty Python: 'Now it's time for something completely different': it can only be Root Beer Tapper!

Ah, booze! I bet you were wondering when we would finally get around to that! (It's only root beer, don't get too excited – Roy) What? Eh? Are you sure? (Yes, and you're wasting time. Get on with the damn review! – Roy) But... oh all right then, here goes!

Root Beer Tapper casts you as an honest bartender, trying to keep all



[Above] As they crossed Tower Bridge, motorists noticed that a small dog had wet itself in the middle of the road.

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Yank watery lager giants Budweiser were so impressed with Root Beer Tapper when it was released, that they decided to license an official 'Bud' version of the arcade game. The cabinet even had drinks holders, and a bottle opener near the coin slot! Cheers!





faster, pints of root beer start to fly everywhere! If only all pubs were like this, we'd never leave!



see what happens if you don't mop up spilt beer. The barman has knocked himself out on the bar!



[Above] Business picked up dramatically when the cast of the latest Clint Eastwood movie turned up one day.

of his thirsty customers topped up with lovely, fizzy root beer. Unfortunately, the punters must be thirsty, as they just keep on coming back for more and more...

Time Gentlemen Please!

The secret to success in Root Beer Tapper is knowing exactly when to fling your pint. As simple as it sounds, a mistimed sliding glass of root beer not only makes a right mess of the pub, but also results in our hero being thrown down the bar after it! This means that the player has to keep track of who wants serving on six bars at a time and must run around collecting the empties as well! It's not all bad though, because, if you're quick enough, you'll earn muchappreciated bonuses, in the form of small piles of cash.

Whereas Sinistar, Robotron 2084 and Defender were all really obvious choices for a compilation of arcade classics, Root Beer Tapper doesn't really have what it takes, playabilitywise, to compete with those titles. It's great fun for a while, but you probably won't be coming back to it on a regular basis, unless you've still got a bitof a soft spot for those old Play'N'Watch LCD handheld games like Donkey Kong, that is.

The Weakest Link

As we couldn't quite decide which of these games was best (or worst), we decided that it should all be settled with a homage to the contestant-baiting. ginger genius that is Anne Robinson, and her latest triumph, The Weakest Link.

"HELLO! Anne **Robinson here! You** know, the annoyingly ginger queen of afternoon quizshows! I've been asked by those HAPLESS **IDIOTS** at 64 MAGAZINE to grill two of the least satisfactory games in this selection, and find out which is the STRONGEST and which is the **WEAKEST link. By** the way, after I'm done here, I'm

popping across to the **USA** to sort their **PATHETIC election** FIASCO out for them, once and for all!"

"RIGHT! I won't beat about the bush any longer! Defender, you were the most popular game of your time, you banked the most money, and are the best game here. Therefore, YOU are the strongest link!"



Rubbish main sprite.

All the levels are the same.

Just downright irritating



Repetitive gameplay.

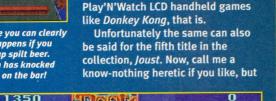
No actual alcohol featured.

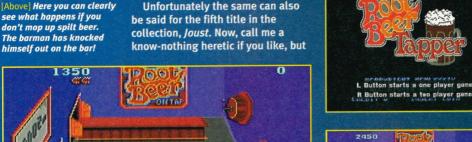
Plays like an LCD handheld game.



"Joust, you have failed to win over the 64 MAGAZINE team convincingly - and you failed to make any money when first released. You are the Weakest Link, goodbye!" Er... has she gone yet? Can we come out? Phew...









[Above] The cowboys took ages working out how to adjust the height of their brand-new, high-tech barstools.



[Above] The Invisible Man's drinking problem meant that he liked to have two pints on the go at the same time.

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ARCADE FACT

Jousting was popular during Mediaeval times, and was used to settle disputes. If a knight won a jousting competition, he could decide the fate of his rival, either sparing his life, or having the poor wretch beheaded. Grisly!





[Above] There's that bloke who used to pretend to ride around the stage on an ostrich. I wondered what had happened to him!



[Below]
'They'll never find me up here', he thought, just as another swarm of enemies blocked his only route to safety. Cripes!



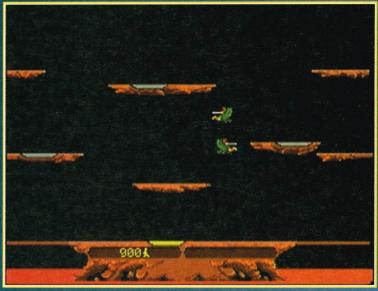
[Above] Honestly, for a winged horse, you're not very fit, are you? Dobbin – get to Weightwatchers, this instant!

I really didn't like this game. I mean, that three-pixel-tall version of Bernie Winters isn't really supposed to be a knight on a flying horse, is it? It is? Oh ...

Lancelot

The gamer's unenviable task in Joust is to race around trying to off the enemy jousters with his lance, (steady on) collecting points and bonuses in the process. The 'twist' is that play takes place over a single screen of small platforms, which all the jousters fly between on their winged horses! Sounds good? Well, it is - for a while. The main problem with this game is that the difference between the levels is very small, and the main sprite is, frankly, pathetic.

Without good graphics to redeem it, Joust's lack of playing appeal is very apparent. That said, there is some fun to be had, as you bomb around the screen trying to lance all the other jousters. When you successfully attack, the defeated knight drops his shield for you to collect. Once you've beaten all the knights who were charging about on the various platforms, you progress to the next level. Once again though, the playability is a little bit limited, and doesn't stand up to more than about half an hour of play before you get bored. Shame!



[Above] Honestly, Eighties platform games were hard! Look, I can't even see the main character! They don't make them like that anymore! (Thankfully.)

Fortunately, the final game in the set, Spy Hunter, goes a long way towards redeeming the flaws of both Root Beer Tapper and Joust it's absolutely fantastic! The game casts you as a (you've guessed it) spy hunter, tearing down the road in your souped-up car, shooting at innocent bystanders and the odd enemy spy with a variety of tasty weapons, including machine guns and rockets!

Vroom! Ratatatat!

Ever seen the movie Spaceballs? In that classic Mel Brooks space caper, one of the ships has speed settings that get so, well, stupid, that they're actually called 'Ridiculous Speed' and 'Ludicrous Speed'. Well, in Spy Hunter, it seems that the same applies. Your motor has got two gears - 'lo' and

'hi', in true arcade tradition - but the 'hi' setting is so, erm, 'hi' that it has to be used very carefully indeed. Picture the scene: you're casually bumbling along in your jamjar, bumping off cyclists, and you think to yourself: 'Hey, here's a straight bit of road, I'll just put my foot down - after all, it can't do any harm, right?' WRONG! All of a sudden, you're batting along at what feels like about 300 miles per hour, frantically trying to keep your car on the road!

This sudden burst of speed is like a petrol-powered hedge rimmer – absolutely terrifying the first time you use it, but it gets easier to control after a while, and becomes a vital, if hair-raising, part of the gameplay. Spy Hunter is a difficult game, but there's more than enough to keep you

[Below] It won't take a rocket scientist to work out what the aim of this next level is. That's right, it's the age-old 'try not to get killed before the end of the level' idea! Good luck!





53



IS THAT YOUR FINAL ANSWER?

One of the more curious additions to the Arcade Greatest Hits package is the Arcade Trivia section. Most gamers might see straight through this section, and think it's little more than a

last-minute
add-on to
bolster the
cart's features.
And they'd be
absolutely
right. That
said, it's quite
entertaining
for a while,
but we found
that there
weren't really
enough

questions
included. This
meant that
even a bunch
of thickos like
us started
spouting trivia
about
videogames
of yore, and
pretending
to be right
brainboxes in
the office!

Seriously though, the Arcade Trivia 'machine' is chock-full of interesting facts. Our top three questions, plucked screaming from the mists of time, are:

Question:

Which grandaddy of all arcade shooters was sooo popular in its native Japan that, a month after release, there was a nationwide shortage of 100 Yen pieces? (Now that's what we call popular!)

Answer: Space Invaders

Question:

Which historically important videogame went to its debut performance at a world-renowned electronics fair without any of the chips needed to actually run the software? (No, really!)

Answer : Defender

Ouestion:

Which game was withdrawn, and made harder, after only a few weeks, because arcade owners complained that kids weren't getting through enough quarters? (That explains a lot!)

Answer : Spy Hunter











RETRO ARCADE FACT

When playing this ancient space shooter, you come up against the massive Sinistar (hence the title). The only problem is, this mighty beast is harder than a steel strongbox of specially-hardened nails, so be very careful! Tricky!





[Above] Run away! It's the giant killer hubcap from space! Run! Save yourselves! Oh, hang on, it's just a laser-spewing UFO!

coming back until you've finished it. A true arcade classic!

Midway's Greatest Arcade Hits collection uses the original arcade code for all of the games, so no attempt has been made to tidy up the graphics or sound. This means that, unlike most games nowadays, these titles have to rely on something called 'playability'. Apparently, this ancient term means 'a game that is fun to play because



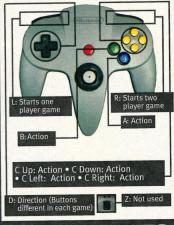
[Above] The Screwed Up Ball Of Paper was feared throughout the known universe. Look! Here it comes now!

of what the player has to do, and not because of what nice flashy visuals there are to look at.' If you can forgive a couple of duff game choices, and like getting your kicks the old-fashioned way, then Midway's Greatest Arcade Hits could well be the cart for you!



[Above] Don't worry kids – it's not Anne Widdecombe – it's a huge alien the size of a planet that'll ruin our lives. Hang on...





ALTERNATIVES

Robotron 64: GT Interactive Reviewed: Issue 17, 79% Extreme G: Acclaim Reviewed: Issue 7, 77%

RATING

Graphics



Audio



Gameplay

nja nja nja nja nja

Challenge

nja nja nja nja nja

OVERALL SCORE O



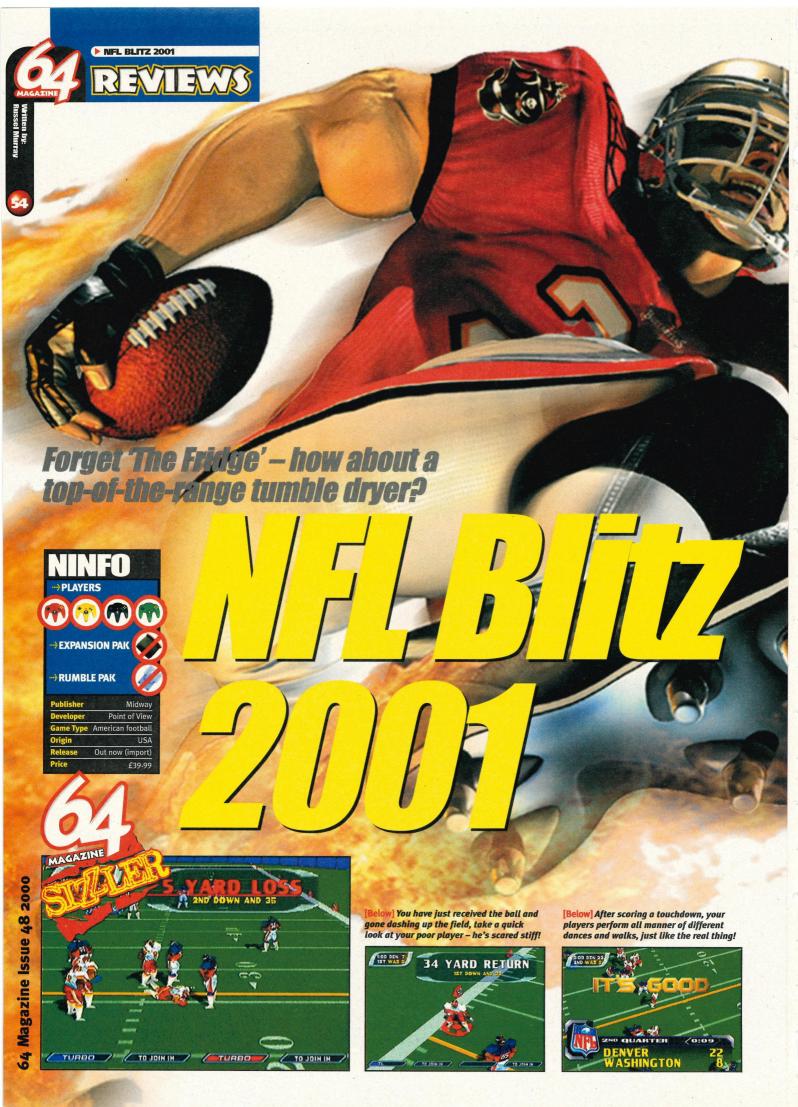
Sournal Dife:
Old is good! Playability by the bucketload!
Overall, it's fantastic fun!

64 Magazine Issue 48 2000



Ah, memories... spending hours down the local arcade, wasting all my pocketmoney, turning pasty-white due to lack of sun and then wondering why I never got any girlfriends... those were the days! Six classis games for the price of one can't be bad, can it now?

Roy Kimber







ove] During the short break between quarters, a lovely young lady offers a few tips. Concentrate now!



[Above] Hey guys, don't look so sad, the halftime show will only last for thirty minutes, and it's not that bad!

extra point, but you can also try to run over the line again for an additional two points.

Game On!

With that sorted out, we can now tell you a little bit about NFL Blitz 2001. An official, licenced game, Blitz features all the teams currently playing in the NFL, and each team has unique stats making your choice of team important. In the real league, each team has over fifty players including reserves, but to simplify things NFL Blitz only uses seven players per side. This makes the game a lot easier to cope with, and means that a lot more processor power can be allocated to making the graphics clearer, and the general gameplay much faster.

Another major difference to the actual sport in NFL Blitz is an extension to the normal yardage markers. Instead of having to make ten yards in four downs, you must reach the thirty-yard mark before you will be awarded a new first down. This may seem a little cruel, but the normal ten yard 'down' is for pansies - and you do like a challenge, don't you? There are quite a few different

[Above] Deciding to run the ball after scoring a touchdown could gain you an extra point. It's a risk though.





[Above] The defender performs a flying leg drop on the opposing quarterback. Is that in the rules? Hey ref, you need glasses!



[Above] The violence continues off the field as the defender decides a flying head-butt might be in order - the nutter!

buttons needed to play, but these are very well positioned and in the logical places. The C buttons are used for passing to the three wide receivers and the 'turbo' button is assigned to Z making it easy to activate when required. A few little

Offence

The Offence are the team members that perform all the attacking. In NFL Blitz 2001 you have three line blockers, three receivers and a quarterback. When it is your turn to attack, there are loads of different tactics at your disposal to try and gain the required yardage. Press Z to cycle through the different moves and then choose one with the A button before the five-second timer expires.





allowed to throw the ball forwards in gridiron. Both games are incredibly aggressive, and many an argument has been proposed as

CONTROLLER PAK Stores plays, League stats and save game

serious injuries among the American football players each year than there are amongst the seemingly less-

protected rugby participants.

"The action is non-stop

merican football, or 'gridiron'

outside the USA. The game is

very similar to rugby, but is also

very different, as you are

to which is more

dangerous. It is

surprising that,

gridiron players are

padded all over and get to

wear helmets, there are more

despite the fact that

has never really taken off

American football can be quite complicated for beginners (and Roy) to understand, so let's start with the basics (actually I do understand it, I just happen to think it's pants! -Roy). Two teams have four attempts, or 'downs' to reach a set yardage marker. Teams can choose to either throw the ball, or run the ball downfield to reach the goal line (or 'endzone') at the far end of the field. Moving a player over this line or catching the ball in this area results in a 'touchdown', and six points are awarded. Just like in rugby, a kick is taken after the touchdown for an

Speedy gameplay, unmatched anywhere!

- + Extreme violence and
- Arcade-style action in your own home!
- Gridiron knowledge makes the game better



[Above] The players shout things at each other for intimidation. This happens quite frequently, and usually follows a tackle. tricks have also been included to aid you in your goal-line struggle, such as your players' ability to jump to catch the ball and perform little spin moves to avoid all those bonecrunching tackles.

Wide Open

Four different gameplay modes are included to fuel your passion for gridiron, including Season mode, Tournament mode, Arcade mode and a special Party Play mode. This option has three separate minigames challenging you to score, defend and pass against computer opponents. These three games may sound a little silly, but we found

[Below] The celebrations are great: this player is doing a moonwalk after letting loose a whole can of whup-ass!





them excellent training before stepping onto the pitch for game time. With three different difficulty settings for all levels of playing skill you can be sure that *Blitz* will remain Although you do have a little time to choose your play, the action is non-stop, making the game flow extremely nicely. The other major feature of the game is the violence —

"Gets the adrenaline pumping faster than a rabbit on Viagra!"

competitive for quite some time.

The first really noticeable thing about NFL Blitz 2001 is the speed of the gameplay. Right from the kick-off, your opponents come steaming at you – hardly giving you time to think.

[Below] A wide open receiver in full flight is about to have a lucky day. A lightningswift throw is being launched into the sky.



and Blitz has enough brute force to make even the strongest of you wince from time to time. The violence doesn't stop with the whistle either, as you can continue to pummel your opponent for a few seconds until play resumes. This adds excitement and aggression to the gameplay, making it fantastic to just pick up and play for a short while.

Audibles

The sound on NFL Blitz 2001 has been greatly improved since the original, with the commentator making some very witty remarks at times. These comments usual follow just after moments of extreme brutality, adding further spice to the

[Below] Play selection is

fairly simple, as it makes very little difference in the

heat of the action. Choose a move and then try to pass.

Defence

The Defence are the big brutes hell-bent on player destruction. When playing Defence you have a small range of plays to choose from, mainly concentrating on where your team members will line up. Try to make sure that you leave at least one man downfield to stop the long pass!







[Below] If you fail to get anywhere near your yardage goal, but are in your opponent's half, try for a field goal.



REVIEWS





[Above] Sacking your opponent's quarterback in their endzone is another way to score points. A safety is worth two points.





The computer-controlled teams in the game are fairly intelligent, and

players' knees or elbows!

RULES:
30 YARDS NEEDED FOR FIRST DOWN
CLOCK STOPS AFTER EACH PLAY
FIELD COALS & PUNTING ALLOWED
PASS INTERFERENCE IS OKAY
NO PENALTIES

IST AND 30

use cunning tactics to run down the clock, or try to regain possession. Of course, there are two major skills when playing gridiron, as both Offence and Defence must be



Equipment

Unlike rugby players,
American footballers are
quite literally covered from
head to foot in padding. Here
are just a few of the
essential pieces of
equipment needed for bit of
rough and tumble on a
Gridiron pitch.



Helmet – Protects the head from full-frontal collisions and high falls when getting clattered. This piece of equipment should never be used as a weapon!



Shoulder Pads – Necessary to protect your shoulders and prevent your arms falling off. Also makes you look a lot bigger when trying to scare opponents.



Hip and Knee Pads – see, these guys claim to be hard but they need knee pads like a little kid on a skateboard! They even have special ones to protect their hips!



Elbow Pads – Stop you getting nasty grass or Astroturf burns in those very painful areas.

Party Play

NFL Blitz 2001 also has a special Party Play mode with a few devious mini-games. Try your skill at scoring, defending or passing with three easy games aimed at making you more confident before stepping onto the field.





1 - BACK

Quarterback Challenge

Throw the ball to the receivers while they are wide open. There are no defenders, so you can concentrate on throwing to the correct receiver. This game requires quick reflexes and bonus multipliers come into play.





First and Goal Frenzy

Score a touchdown within four attempts, starting on the ten-yard line and progressing backwards ten yards each time you score. The ultimate challenge is to construct a winning drive from the halfway line.





Goal Line Stand

Prevent the opposition from scoring a touchdown using your defensive skills. Your opponents start on the halfway line and progress forwards ten yards each time you hold them off. Hold them out from the ten-yard line to win this testing challenge.

Play Editor

If you are a bit of a whiz at American football, you may decide that you are not happy with the plays that the computer has selected for you. In this case a complete Play **Editor has been** included, so you can make new plays to try and foil the Defence. **Every possible** formation, run. spin, block and turbo boost can be manipulated to make the player on the field follow your direct instructions. Try to devise a sneaky play that will enable you to score almost every time you use it.







[Below] He's managed to make it to the line for a touchdown. but the other team is about to make sure he rearets it . watch out there buddy!



JUMP / TACKLE FLIPS PLAY CHOOSE PLAY PASS / CHANGE PLAYER TURBO CHANGES PAGE Z 7 2

[Below] One player gets tired of the boos and catcalls, and finally snaps, offering out everyone in the stadium!



mastered. Stopping your opponents gaining any yardage can take a little while to master, as they seem to throw the ball around as if they were playing piggy-in-the-middle. Still, a few practice goes at the 'Defend the Endzone' game, and you'll be battering the opposing Quarterback in no time. In Offence mode there are several screens of pre-designed plays to choose from, and these can be flipped to make the action reverse. If you decide at the last minute that you wish to change your chosen play, then you can hold the C Down button and issue different commands by pressing left or right.

Bone-Crunching

The developer of Blitz has really gone to town making the aggression come to life, and in combination with the speed this makes for some intense multiplayer action. Up to four players can compete, two on each side, and all players can try out every game mode. At last, the time has been taken to let a duo take on

I've never been a fan of either American football as a sport, or American football games, finding them too complicated and not very playable. NFL Blitz 2001 is great fun though, owing to a great game engine and the emphasis being put on gameplay rather than stats.

Roy Kimber

the championship season, rather than just having to play simple arcade exhibition matches. There really is no nicer feeling than blending your opponent into the turf, of hitting them so hard you can almost hear the bones snap!

Blitz takes a very arcade-style approach to American Football... and we like it. Although the graphics are not quite as good as NFL Quarterback Club, and the number of team members is limited, Blitz makes up for it with some totally intense gameplay. The action is ceaseless. making it hard to put down, and the hardcore tackling adds excitement almost every second. You will have to search for a very long time to find a gridiron game that is more fun to play than this one!

Touchdown!

The frantic on-screen action is very well put together, and although the game has been simplified, it nevertheless remains exciting to play. Sometimes the effort of learning more plays and controlling more team members might be appealing, but we're sure that there's more fun in this little package. Unfortunately, due to the current N64 climate, it is very unlikely that NFL Blitz 2001 will ever make to the stores in the UK, so if you're a die-hard fan, then you'll need to find yourself a cartridge converter and an import shop in order to sample its delights.

With Midway producing games of this high standard at this point in the N64's lifecycle, we can only assume great things are to come on Gamecube. Mind you, we don't think that this game needs to get any faster or the action would become almost unplayable. NFL Blitz is a stormer of a title that gets the adrenaline pumping faster then a rabbit on Viagra. It's great fun, and is just so violent it makes us go all gooey! Top stuff if you're a gridiron fan!





NFL Blitz: GT Interactive Reviewed: Issue 22, 85% NFL Quarterback Club 2000: Acclaim Reviewed: Issue 34, 90%

IN IN IN

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Gamenlay

arcade-style American Football

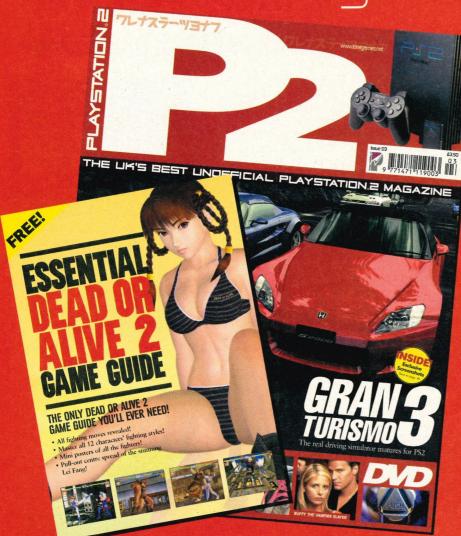




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POGENIII PUZGENIG

How many Pikachus does it take to stack a column?



et's look at the evidence shall we? Pokémon is probably the biggest toy phenomenon of (at least) the last ten years... possibly the biggest this century (er, or the last one, rather). You can buy toys, collect cards, watch the television show or even see the movie! You can wash your hair in their shampoo. collect them on your Game Boy Color, photograph them on your N64, eat their chocolate bars, read their books, stick them up on your bedroom wall or snuggle down into your Pokémon duvet. Log onto the web site, trade and swap them with your friends, they can wake you up in the morning, they'll hang from your

iceberg). Despite this cynical attitude, Nintendo – to be fair – hasn't just slapped those adorable creatures on (almost) any old thing. Even if you have to question the tenuous link between *Pokémon* and what is basically a variation on *Tetris*, with *Pokémon Puzzle League* they at least haven't made a shoddy mess of the whole affair! In fact, as puzzle games go this is quite a smart package.

Since you have to justify why the *Pokémon* gang are playing with multicoloured blocks, the story behind this latest adventure goes something like this... Ash is relaxing by the pool with his small yellow friend when he gets a call from Professor Oak to go to



game that for all you care it could be Tony Blair's Puzzle League!

All right, so it may just be a rehash of that familiar *Tetris* formula, but as rehashes go, this is an extremely good one. Instead of moving linked blocks of four as they

descend down the screen, with this game you must instead slide pairs of blocks from side to side, so that they join with other

blocks of the same colour.
When you form a line of
three or more they
disappear, earning you
points and increasing the
difficulty level in the process!
As you can guess, combos,
advanced techniques and
chains score you extra
points while in two-

"there is practically nothing about the gameplay that can be faulted."

house keys, stick on the inside window of your car. You can wear them, stick things in them and one day, ONE DAY, possibly even worship them alongside such icons as The Beatles, Monty Python or (erm) The Spice Girls. If world domination is their ultimate plan then there hasn't been a Bond villain yet who has come as close as Pokémon have to that dream. They are here. Get used to it!

Blockbuster!

Once again, those small, collectable, odd-looking, fighting monsters known as Pokémon are gracing the screens of your television set courtesy of a brand-new game for your N64! Lately, the *Pokémon* licence has been put on nearly everything under the sun to make someone that all-important dollar/pound (as the above list showed, and that's only the tip of the

the Puzzle League Village to further his own Pokémon training! So he heads to where a whole new challenge awaits him, along with a few surprises! Even if you can't swallow that, don't worry too much, because once you get to the village you'll become so engrossed in the

[Above] I reckon those are fighting words young sir! I therefore desire you to step outside and join me in a bout of fisticuffs!



[Above] Sabrina is psychic, but despite this magical power, still didn't see the total asskicking she was about to receive...



- + Features all your favourite Pokémon char-
- + Plenty of different games and options
- games and options

 Bright and colourful
- Ridiculously addictive gameplay!
- The nature of the game guarantees replay value
- Just a pity it's a Pokémon game!
- Music and sound effects can be annoying



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player games, or challenges with the other characters, the bigger the combo the better the handicap you put on your opponent, causing extra blocks - or 'garbage' as they are known in the game - to appear on

number of rounds. Each time you win a round you get a medal and when you collect enough medals you become the Puzzle League Master. Depending upon the difficulty

The overall look of the game is bright, colourful and imaginative"



Knockers

If simply swapping multicoloured

blocks around like

your idea of a truly

good time then take a trip to the Puzzle

a madman is not

University where

your mind will not

only be taxed but

probably clamped and given a parking ticket! By utilising

all the brain power

you can muster, you

must attempt to

clear the screen of all blocks within a certain number of moves. Trust us on

harder than it looks. If you are looking for a longer

term challenge then this is the test for you to pass. There is, thankfully, an option for you to

create you own puzzles to see if

your friends can

beat them. Just

their grid. The quick but tricky way is to form a line of three Poké Balls, which sticks a hard grey line right across the opponent's grid! However, this also works in your enemy's favour too, so during the game things can become fast, furious and hectic.

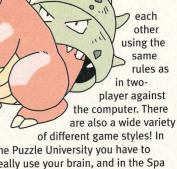
level, the characters you play against change, as do the creatures! All of these levels provide a particularly challenging and engaging mode of play but that is not all that the game has to offer! You may also play this game with a friend, and challenge

MENOMOTIN

Hip To Be Square University Playing in one-player mode is enough Of Hard

fun as it is with an endless supply of blocks to fight through but the real challenge of the Puzzle League is to beat the other trainers. Taking up a similar design to Pokémon Stadium, in this game you play against another trainer and pit your chosen monster against theirs as you battle through a

LATIONS



the Puzzle University you have to really use your brain, and in the Spa Service section Team Rocket has stolen your Pokémon critters, and you must fight to get them back! There are also games that set you against the clock and games that can go on practically forever, provided that you can last that long!

Line Dancing

For a game that doesn't really demand great graphics, Pokémon Puzzle League still manages to look glorious. Fans of the television series will be delighted to see that at the beginning of the game there is a short piece of animation that looks as though it has been taken directly from the show itself! The overall look of the game is bright, colourful and imaginative and is extremely faithful to the image of the Pokémon world! The designers have managed to take the already recognisable elements of a puzzle game like this and mix them together with the iconography of those crazy

[Above] Hello? What? Why, I'd love to subscribe to Jugs and Mugs Monthly! How much? Only £99 for a whole year? Wow!

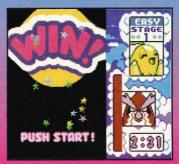


Pint sized puzzles

You haven't got an N64 (in which case: why did you buy this mag?) but you still want to get your hands on this addictive puzzler? If so, then you'll no doubt be pleased to hear that lucky Game Boy Color owners will be able to stick their own 8-bit version of *Pokémon Puzzle League* into their portable pal and play with it on long car/train/coach (tick where appropriate) journeys. Perfect time-passing fun!











When you play against another trainer, on whatever difficulty setting you choose to tackle, the object is win as many matches and collect as many medals as possible to beat the world Puzzle Master become the Puzzle League Champion!

















AWARDED

[Above] I think the cops are on to us. If they find out that we're part of that gang that tried to rob the Millennium Dome, we're done for!

[Below] Help, I want to get off this show. I'm going mad and my contract doesn't expire for another year! Damn my agent!





nia nia nia nia

creatures that now appear on lunchboxes and T-shirts all over the world!

As far as the controls go, pretty-much anyone could just pick up a controller and instantly get into

the game without having to get their heads around what buttons to press! As well as being quite a simple concept, the game also has in-built tutorials that teach you how to play and what moves to look out for. Although anyone who is a big fan of puzzle games will probably already know how to create a combo (or whatever), for younger players these pointers can be extremely helpful, especially if the idea of reading off-putting! The controls react quickly long dark nights ahead! to the moves you want to make and there is practically nothing about the gameplay that can be faulted.

Chain Reaction

The only major complaint - and to be honest a rather trivial one - is that the music and speech can get very annoying. Although sound quality is superb, during the game your ears are bombarded with music that sounds like the kind of infernal racket you'd expect to hear in a supermarket or a lift! The speech is a nice touch to begin with, but it takes very little time

It looked like being just another Pokémon cash-in, but this game is one of the most addictive I have played for a long, long time! The puzzle mode alone will keep you at it for hours. My only complaint would be with the music it's brain-numbingly annoying!

Roy Kimber

at all to get sick of the voices crying "I'm going to win", "Better luck next time"

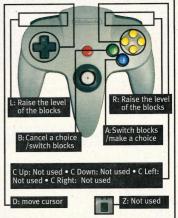
and "Nice challenge" over and over again! Fortunately both of these problems can be eliminated by going to the options screen. As an overall package the game offers tons of options with well-designed areas for you to explore. Although a rather obvious cash-in, Pokémon Puzzle League is at least an addictive and diverting one and if you're a fan of this kind of game then this one should through the instruction book is rather definitely keep you happy during the



[Above] This is the Puzzle Village itself, where there are lots of places to explore! Take a trip to the Spa or the University...







Bust-A- Move: Acclaim Reviewed: Issue 15, 91% Puyo Puyo Sun: Compile Reviewed: Issue 8, 89%

RATING

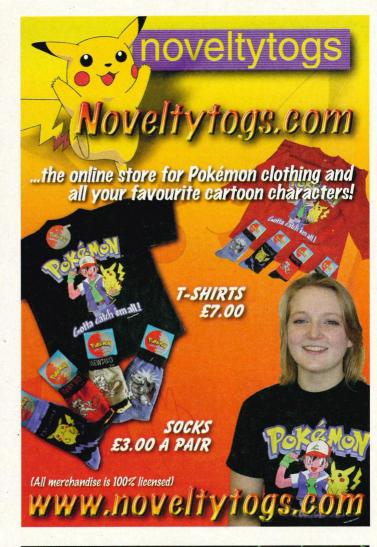


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4 Magazine Issue 48 2000











EVERYTHING YOU WANTED TO KNOW ABOUT THE GAME BOY COLOR!

elcome to a special area of 64 MAGAZINE. The following pages have become an enclave of our sister magazine, Total Game Boy - think of it as a Game Boy Color embassy in N64 country! This means that for the following seven pages, all content comes under the auspices of the bestselling Game Boy magazine on the market. Each issue, this is the place to find all the latest news and reviews on the newest Game Boy Color titles - enjoy!

The scoring system for TOTAL GAME Boy reviews is fairly similar to the ordinary 64 Mag one, but to avoid any confusion, here's a quick explanation...





whole review, this gives you a fair idea of the high and low points.







ame Rou ON SALE NOW!



- Cannon Fodder
- The Mummy
- Lego Aipha Team
- Lego Stunt Rally
- The Grinch
 - Supercross World Championship
 - Airforce Delta

RATING

Granhics

Is it a visual masterpiece. or a dated pile of poo?

Audio

Plinky-plonky audio garbage, or music to your ears?

RATING

Gamenlay

The most important element - is it fun to play, or pants?

Challenge

How long will this game last you?

Like our N64 reviews, this isn't an average of the other scores but it is a definitive rating of the game. Anything over 90% is great, 89%-70% good and below 70%... well, it's not the best game on the market, that's for sure!

Soundbite:

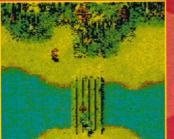
If you really can't be bothered - this sums it up in one easy-to-read sentence!





Written by: Roy Kimber







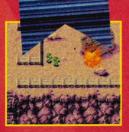




[Below] Arnold and Fluffy come a cropper at the hands of an enemy mortar

Cannon Founder





[Above] Remember children: sheds are not to be trusted! Take every chance you get to blow them up and make the world a safer place.

MINEO

Link cable	
Infa red	No
Built in rumble	No
Saves?	To Cart
Publisher	Codemasters
Developer	Codemasters
Game Type Str	ategic shooter

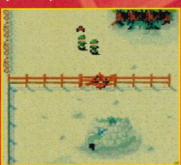
When Two Tribes Go To War...

ar! It's a funny old game. Well, okay... it's not really. I can't think of anything worse than being sent off to strange countries to live in squalid conditions and risk death at the hands of sweaty foreigners... but then that's quite enough about package holidays.

Cannon Fodder is one of those games which has been around for absolutely ages and has appeared on pretty much any format you care to mention, apart from Game Boy Color that is. Until now.

The idea of the game is a very

[Below] Your battle against evil takes you from the searing heat of the desert to the icy wastes of the Arctic.



simple one. You take control of an army in a campaign against evil enemy forces. You must move your troops around a map, utilising

"Incredibly easy to get into and almost impossible to put down!"

vehicles and various weapons that you find, and eliminate all the enemy soldiers. The controls are simple. The gameplay is simple. The game itself is as addictive as they come!

War! What Is It Good For?

Cannon Fodder is incredibly easy to get into and almost impossible to put down. Graphically it's superb, with an

FMV intro-sequence that quite literally has to be seen to be believed. The audio is outstanding too, with great sound effects and oodles of hilarious speech – yes, that's right: speech!

The best thing about *Cannon* Fodder is that it's

fun. If your troops get killed in action, you don't have to restart the level, instead reinforcements just parachute in and the game continues! This is so

much better than having to keep starting over and it eliminates the 'frustration factor' which often spoils many games. With 72 massive levels, this is one of those rare titles that actually lives up to its own advance publicity – it's true: war *really* has never been so much fun!

[Below] The game allows you to commandeer a whole variety of different vehicles, from jeeps to helicopters.





- Ridiculously addictive
- Tons of (hilarious)
 speech samples
- **9** Stunning graphics
- ─ Lots of variety

64 Magazine Issue 48 2000



OVERALL SCORE

SCORE

Soundsite:
It's a good job real war isn't this entertaining or it'd happen more often!

The Muniny

We've got this review all wrapped up!

ased on the 1999 blockbuster film of the same name, which itself was a remake of the 1932 Universal horror classic, this latest Game Boy Color title places you in the roles of three characters from the

Playing as one of the three characters from the movie, you must search the various areas for the exit whilst collecting all the necessary objects you need to complete the level objectives. Each of the characters at

"The Mummy is rather mediocre and lacking in invention."

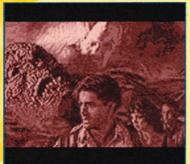
Indiana Jones-style adventure The Mummy. As you search for the legendary treasure of Hamunaptra you must avoid secret organisations, an undead killer priest and the worst threat of all... Americans!

Bandage Fetish!

This particular platform game is very reminiscent of those really peculiar Amstrad/Spectrum games of yore. If you remember games like Roland On The Ropes for example, and you remember how those games played, then you won't be too far away from

on't be too far away from understanding how this game works too! your disposal has different talents and you can swap between them during gameplay in order to overcome any obstacles. Rick has a gun to shoot enemies and out-of-reach switches, Jonathan can carry sticks of dynamite and packs a hefty punch and Evelyn can run quite fast and jump a lot further than the boys. This element means that the game invites you to think more than other, similar titles, giving the whole package a slight advantage over the competition.

Unfortunately, while the game is challenging, it is also very repetitive and will bore you quickly, especially as the controls can be quite hard to



get your fingers around.

The graphics and sound are decent but nothing special, and overall *The Mummy* is rather mediocre and lacking in invention. You'll notice that it borrows a lot from the recent *Tomb Raider* adventure in both style and presentation, but this is where the comparisons end. Still, it's not a total loss and might invoke a bit of interest in the less fastidious gamer!

[Below] Hmm, there is a lady, trapped in a tomb, raiding it for treasure... Now, doesn't that sound familiar, yes, it's Tomb Raider!







[Above] On this stormtossed boat our hero's seasickness will be the last thing on his mind when confronted by the enemy.

[Below] When this mummy gets up in the morning, he doesn't look his best. But after feasting on nice brain, he's ready for the day!





Lots to doA bit repetitiveFiddly control system



64 Magazine Issue 48 2000

Lego Apra Team

Alpha Team will knock your block off!





[Above] Dash and the boys were regretting drawing their own map. It wasn't exactly very helpful once they were out in the field!



[Above] This is Ogel, your evil nemesis. What a fine looking fella he is! Steady ladies, he's happily married so you can't have him!

NINI	
Link cable	No
Infra red	No
Built in rumble	No
Saves?	To Cart
Publisher	Nintendo
Developer	Lego Media
Game Type	Puzzle

ego is a great kids' toy... for two reasons. Firstly: it's so simple, even the worst rugrat brickie can build a wobbly, multicoloured version of the London Eye on the lounge carpet, and secondly: kiddies can make a right mess smashing it up afterwards! Lego had to grow up some time though, and it has done—in the shape of Lego Alpha Team on the Game Boy Color!

Bricking It!

Your task is to assist a crack team of commando-type Lego hardcases. You must guide the last remaining member of Alpha Team, Dash, as he makes his way through the varied levels, mapping out a route for him by placing special Lego blocks in his path which cause him to change direction. Dash, Crunch and the other members of the Team (who you free along the way) can also use special items like lasers, springs, trampolines, explosives, antigravity units and generators to get through to each exit. Sounds easy? It isn't.

Thanks to the cut-scenes, the game manages to give a bit of personality to those little yellow critters that used to get lost down the back of your sofa, and the gameplay is surprisingly addictive. The cart offers plenty of brainteasing challenges, but, because you only get to point Dash in the right direction on his quest, not actually

control him, the gameplay isn't as involving as perhaps it could have been. Those expecting a gung-ho, gun-toting platform shooter will be disappointed – this game is designed to test your brain cells, not your trigger finger!

The main problem with Alpha
Team is that it does tend to get a

[Below] Look! That wheelie bin must have mystical powers – it's lifted Dash off the ground! (How can you tell? – Roy)



little repetitive. Some gamers will no doubt find the 'shift block A to point B' gameplay slightly lacking in, shall we say, drama, after about ten levels or so. It's not a bad game by any means, but definitely one for fans of puzzle titles rather than action ones.

[Below] Ooh - nice title screen! I bet this game's really exciting and action-packed... er, or perhaps not!



"This game is designed to test your brain cells, not your trigger finger!"





A fairly nice idea, but gets repetitive

\$64,000 QUESTION

Ingenious puzzles

- Quite addictive
- Graphics are a bit limp
- Can get quite frustrating















Lego Sintraly

Build 'em up and knock 'em down!

ho'd of thought that playing with Lego would successfully cross over to the videogame market? The good part about it is that the brick you are looking for can be found with a quick press of a button—it certainly beats searching for it in a giant bucket for hours on end! Or maybe that's the whole point?

Blockbuster!

Stunt Rally is primarily about racing across different areas to become the Lego supreme Stunt Race champion, but it is also a rather fun track building game too. As you race against Lego characters across many different terrains, upon winning each

one, more options become open to you in the course construction area so that you can build bigger and better tracks! These include trickier bends, more obstacles and plenty of jumps for you to tackle and you can then go on to race on your newly created track on the single race mode.

The racing itself is a

rather odd affair, as you hardly use the D-pad. The car turns the corners by itself, and all you need to do is simply control the speed of your chosen vehicle as you tear around the track. If you go too fast on a corner, or too slow over an obstacle then you can help/hinder your progress, and they are activated by pressing up on the control pad. It's fun, simple and once mastered (sadly) not all that

"**Plenty of hours of pocket-sized** gaming enjoyment!"

spin out, and risk the cars behind you overtaking – and nobody wants that to happen! Along the way there are various power-ups and weapons that

[Below] And it's the blue car in the lead followed closely by the blue car, er, with the blue car bringing up the rear...



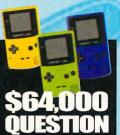
challenging but, happily, the construction area should give you plenty of hours of pocket-sized gaming enjoyment!

[Below] Brrrrrrrrrrrrrrrrrrrrrrroooooooom! Okay, so it's not a very exciting screenshot, however the game is good fun, honest!





RATING Graphics Audio RATING Gameplay Challenge Soundbite: Across between Scalextric and Lego on your GBC!



- Bright and colourful
- + Lots of options
- Build bigger and better tracks
- → A bit too simple





[Above] The Grinch can crawl through tiny spaces which allows you access areas that otherwise appear to be unreachable.

lthough far more popular in America than anywhere else in the world, Dr Suess' stories still bring much delight to many children the world over. Apart from the Cat In The Hat tales, the good Doctor's other famous story is that of the mean old Grinch who lives above Whoville with his heart still two sizes too small. How the Grinch Stole Christmas has become a staple read in many American family homes during Christmas and thanks to the new Jim Carey movie, the Doctor's

meanest invention is now going to be re-invented for a whole new generation of children. But where is the videogame tie-in? Well, it's here!

Bah, Humbug!

Taking the most basic elements of the book, you control either the Grinch himself or his dog Max, as you explore every last inch of Whoville for presents to steal so that you can ruin Christmas. The structure of the game is a plain and simple Pac-Man clone. The Grinch has to roam around a

never-ending series of maze-like areas, stealing gifts and sweets while avoiding the townsfolk and shooting his weapon into their eyes to escape. (Don't worry, it's not lethal.) Take away the small chomping yellow ball, and replace it with a green misery-guts in a festive maze, and that just about sums up this game! It's not a particularly bad thing, it's just seems a rather uninspired way to present the material that's on offer.

Although bright and colourful, with oodles of festive Christmas imagery

ois game is a plain and simple Pac-Man clone.

[Below] What a miserable fool! Christmas is one of the happiest times of the year and he wants to stop it?



[Below] The Grinch is a bit of a voveur as it turns out! Don't try this at home, kids!



pouring out of from every pixel, despite the odd imaginative idea being thrown in, this game really doesn't seem to do Dr. Suess' tale justice. Apart from the tricky control system (you can never turn in a different direction fast enough) there's really little else majorly at fault. It looks pretty, but the images owe more to the film than to the original illustrations, and as for sounds... well, they're pleasant enough. A nice, simple game but far from an essential

NINE	0		
Link cable	No		
Infa red	No		
Built in rumble	No		
Saves?	Password		
Publisher	Konami		
Developer	KCE Nagoya		
Como Timo	Mara Cama		



- \varTheta Pac-Man on Ice
- Basically one very long maze game!
- Long spaces between the passwords



SUPPRIOSS MORE

Big Air On The Small Screen!

ike black ice, caravans and French people, motorcycles are a big danger on the roads. Dodging in and out of queues in the almost certain knowledge that they're likely to splatter themselves over some piece of oncoming traffic is a daily part of the biker's life. However, this precarious existence is not enough for some: truly insane bikers crave real danger – and that's where Supercross comes in!

Supercross World Championship on the Game Boy Color boasts many impressive features. For a start, there are the FMV cut-scenes. Yes, that's right, between every race, footage of wheel-spinning, mudflinging motorcross madness is shown. Impressive!

The game has three modes: Arcade, where you race around picking up icons and weapons, offing your opponents *Mario Kart*-

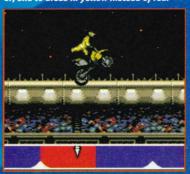


style; Supercross, which sees you jetting all over the world, from the USA to, er, Belgium, taking part in the World Championships; and finally Freestyle, where you must press the right button combination to perform stunts as your rider flies through the air. All of the game modes are well designed, and there is enough long-term challenge in the gameplay to keep you going for a good while.

Mudflaps

The only real gripe with the game is that, particularly in the early rounds of the World Championship, the races seem a little easy. Once the 'Rookie' season is complete though, things really move up a gear, and the later races are quite taxing. A favourite of

[Below] When all their planes broke down, The Red Arrows were forced to improvise... er, and to dress in yellow instead of red.



ours was the Freestyle section. This also starts with really simple tricks, which are first performed with easy 'Left, Right, A, B' combinations, but

"Well worth a place in your collection if you're into arcade thrills"

once you get further into the game, the sequences start to so long that they'd test even the memory skills of Norris McWhirter! All in all, it's a well designed, addictive game, and well worth a place in your collection if you're into arcade thrills 'n' spills, racing and mud.

(Bislow) The fuel protesters soon worked out that they only needed motorbikes for narrow country lanes.





Above Seconds from the ground, this fool suddenly realised a little too late why his parachute had seemed so heavy.

NIN	FO
Link cable	No
Infa red	No
Built in rumble	No
Saves?	To cart
Publisher	Infogrames
Developer	Action Group
Game Tyne	Arcade Racer

RATING Graphics Audio RATING Gameplay Challenge Avery impress Avery impres

Soundbite:
A very impressive pocket-sized rubber-burning racer!



- Great graphic
- Nice FMV bits
- Addictive gameplay
- Racing is a bit easy



[Above] Your targets in the game come at you both in the air and on the ground. Surely you're not going to let this tank get away?

MIG-29 Buy 5 Sell Buy: \$ 250000 Sell: \$ 200000 Bank: \$ 1000000

Without A Wing Or A Prayer!



f you believe that films like *Top Gun* give you a realistic idea of what it is like to take control of a jet fighter, then you have been taken for a fool! It is guaranteed to be nothing like that in the real world. Here's a great example why: Have you seen what Kelly McGillis looked like in that film? Have you seen what she looks like in real life? Once you have pieced that little puzzle together, then it won't take you long to realise that the life of a *Top Gun* is probably boring.

unattractive and frustrating. A bit like Air Force Delta in fact!

Flights of Fancy

In the game you are the new 'hotshot' recruit, who is pushed to the forefront of the action. From then on, there are a series of missions to complete, with a collection of planes to choose from. Each mission has its own special objective but – as you'll soon notice – they all look and play the same.

Despite the effort to make it seem as real as possible, this game suffers

from not giving the player any of the excitement of a dogfight in the sky. The jet moves

in all the directions it should, but in actual fact, your plane is just stuck moving ever-forward. All the enemies come towards you and zoom past and the game doesn't allow you to turn around to go back and destroy whatever it was you missed! This also means that it can be really hard to avoid incoming missiles as the handling doesn't get you out of the way in time. The targeting system, at best, can't seem to make its mind up what it is targeting, and power ups/extra weapons are few and far between! Despite early promise, this game soon fails to deliver. What is left is a plain, dull, and less than satisfying game!

[Below] Will you just look at the grass down there! How long do you reckon it took them to mow those stripes?

the game suffers from offering the player little excitement!

[Below] I'm not sure that it's very practical to mount air defence around my home – it's only a two-bedroom semi-detached...

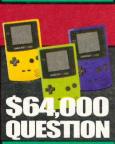
[Below] Yes, it's the start screen. Look... you have no idea what a nightmare it was getting screenshots for this game!

	Press START
	137039
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0000	00	9:57		
		=<		
Adam.		A A	र्ज की त	Partition of
		_ <u></u>		
.06				P os







- + Pleasant to look at
- **9** Plenty of missions

54 Magazine Issue 48 2000

- Shoot and fire banality
- Gets dull quickly



Sounding game that it arriver a little for far any little for far any

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ith the Christmas family dinner still digesting in our stuffed stomachs, the wrapping paper from all those gifts littering the streets of Britain, and the dawn of a New Year fast approaching (or, depending on when you buy this issue, already gone), we look to the future. So, if you're feeling fruity and want to challenge the names upon these pages for supremacy, then make 2001 a year to remember, and send your best efforts to us! The Ultimate Player award is shared this issue, but then that's what you get when you send in a joint entry! So, Tim Hughes in West Sussex, and Richard Lewis in Surrey, you'll just have to fight over who gets the prize!

If you were a good boy or girl this year, then chances are that you got all the excellent presents you wanted for Christmas! If you received some new games, then why don't you play them until you believe you're 'the daddy'? With Nintendo boasting new games from James Bond, Link and others, we expect some great scores. Let's see what you're made of!

Follow these easy steps to achieve entry to the 64 MAGAZINE annals of fame:

- Get a top score or time on any N64 game - without cheating, mind!
- Use a camera or a video to record your time.
- List all your scores on a sheet of paper, along with your name and address.
- Send the proof of your prowess to:

64 ScoreZone 64 MAGAZINE aragon House Palagon Hosel St Peters Road Bournemouth BH1 2JS

 Include an SAE if you want your photos/videos back.

Legend Of Zelda

- BIGGEST FISH *
 24 Pounds Harris Shackleton, Halifax
 24 Pounds Matthew Thompson, Cookham
 24 Pounds Gareth Haynes, Droitwich
 23 Pounds Leigh Maddox, Cheshunt
 23 Pounds David Park, Hebburn

MARATHON RACE

ON KACE
Philip Longhurst, Sudbury
David Ryan, Derby
Karl Jobst, Australia
Mark Nicol, Western Australia
Matthys ten Ham, The Netherlands

CENTRAL COMPLEX

1:45

1:51

1:56

0:59

1:33

1:37

1:40

0:33

0:40

RACE Mark Nicol, Western Australia Michael Tokarz, New South Wales

Ouake II

Darren Harris, Birmingham

Alexander Cook, Leeds

Thomas Munn, Leicester

Darren Harris, Birmingham

Darren Harris, Birmingham

Alexander Cook, Leeds

Thomas Munn, Leicester

Darren Harris, Birmingham

Alexander Cook, Leeds

Thomas Munn, Leicester

Thomas Munn, Leicester

Alexander Cook, Leeds

COMMUNICATIONS CENTRE

INTELLIGENCE CENTRE

STROGG OUTPOST

David Ryan, Derby Matthys ten Ham, The Netherlands Philip Longhurst, Sudbury

HORSEBACK ARCHERY

HORSEBACK ARCHERY 2000 points Mark Nicol, Western Australia 2000 points Matthys ten Ham, Netherlands 2000 points Christopher Ryan, Derby 2000 points David Ryan, Derby 2000 points Jan-Erik Spangberg, Sweden

- GRAVEYARD RACE
 0:50 Stephen Hill, Kent
 0:52 Karl Jobst, Australia
 0:53 David Ryan, Derby
 0:56 Darren Harris, Birmingham
 0:58 Tammy Harris, Birmingham

Mischief Makers

52 yellow gems Luke Sutton, Australia

Perfect Dark

DATADYNE CENTRAL 0:36 Arif Mollah, Lancashire

DATADYNE RESEARCH

DATADYNE CENTRAL

CARRIGNTON VILLA Arif Mollah, Lancashire

CHICAGO Arif Mollah, Lancashire

G5 BUILDING Arif Mollah, Lancashire

AREA 51: INFILTRATION

AREA 51: RESCUE 1:54 Arif Mollah, Lancashire

AREA 51: ESCAPE 2:59 Arif Mollah, Lancashire

AIR BASE Arif Mollah, Lancashire

AIR FORCE ONE Arif Mollah, Lancashire

CRASH SITE
Arif Mollah, Lancashire

PELAGIC 2
1:28 Arif Mollah, Lancashire

DEEP SEA Arif Mollah, Lancashire

CARRINGTON INSTITUTE

ATTACK SHIP 2:59 Arif Mollah, Lancashire

SKEEDAR RUINS 1:48 Arif Mollah, Lancashire

MR B'S REVENGE 1:57 Arif Mollah, Lancashire

MAIAN SOS 2:32 Arif Mollah, Lancashire

Arif Mollah, Lancashire

THE DUEL 0:04 Arif Mollah, Lancashire

International Track & Field: Summer games

POLE VAULT

David McKinnie,

100M SPRINT

oo:09:64 secs, David McKinnie,

110M HURDLES

00:13:10 secs, David McKinnie Cambridgeshire

LONG JUMP

9.19m, David McKinnie, Cambridgeshire

TRIPLE JUMP

18.72m, David McKinnie, Cambridgeshir

JAVELIN THROW 105.84m, David McKinnie,

HAMMER THROW

100.93m, David McKinnie Cambridgeshire

HIGH JUMP

David McKinnie, Cambridgeshire

100M FREESTYLE

David McKinnie, Cambridgeshire

100M BREASTSTROKE

Cambridgeshire

VAIIIT

9.97 pts, David McKinnie, Cambridgeshire

HORIZONTAL BAR

9.95 pts, David McKinnie.

WEIGHT LIFTING

252.5 kg, David McKinnie, Cambridgeshire

TRAP SHOOTING

204 pts, David McKinnie Cambridgeshire

CHAMPOINSHIP

Cambridgeshire

Extreme G

CITY 1

Ian Lawlor, Churwell 1:45:65

2:02:98 Jon Burrows, Queensland Sam Doyle, Glossop 2:03:91 2:05:81 Michael Williams, Exeter

2:08:73

Joe Young, Bickerton CITY 2 3:07:66 Jon Burrows, Queensland

CITY 3 Jon Burrows, Queensland

1:58:36 DESERT 1

Ian Lawlor, Churwell 1:59:60 Jon Burrows, Queensland

DESERT 2

Jon Burrows, Queensland 1:54:70 DESERT 3

Jon Burrows, Queensland 2:27:18

SPACE STATION 1 1:44:58 Ian Lawlor, Churwell 2:06:30 Jon Burrows, Queensland

SPACE STATION 2

Jon Burrows, Queensland 2:15:95 SPACE STATION 3

Jon Burrows, Queensland

Chameleon TWIST

JUNGLE LAND

Luke Sutton, South Australia

03:15 Robert Gallagher, Southampton

03:25 Zack King, Surrey

04:50 Jeffrey Van Der Aa, The Netherlands

ANT LAND

09:27 Robert Gallagher, Southampton

Donkey Kong 64

RAMBI ARENA

Sean Matthews, Paisley

212 Kris Christopher, Maestey

202 James Eyre, Leicester

202 Chris Webb, Gloucester

198 Karl Kobst.

191 Kristie Fawn, Sydenham 188 David Bilett, Croydon

ENGUARDE

365 Sean Matthews, Paisley

345 Karl Jobst,

255 James Eyre, Leicestershire 250 Anthony Hooley,

250 Chris Webb,

245 Karen line, Blackpool

IETPAC ARCADE GAME 811395 Kevin Lillie, Liverpool

661910 James Eyre, Leicester

655360 Jeffery Van der Aa, Netherlands

50650 Trent Green, Australia 31060 Anthony Hooley, Breaston

811395 pts, Kevin Lillie, Liverpool

Magazine Issue 48 2000





Goldeneve

FACILIT	Y - 00 LEVEL!	
0:38	Arif Mollah, Lancashire	
0:48	David Ryan, Derby	
0:51	Arif Mollah, Rochdale	
0:55	Jon Burrows, Queensland	
0:56	Richard Dunn, New Leake	
0:57	Ben Kitchin, Australia	

0:57 Definition, 10:53 Am Oct. 10:53 Arif Mollah, Lancashire David and Christopher Ryan, Derby Arif Mollah, Rochdale 0:53 James Eyre, Leicester Jon Payne, Derby 1:53 Timothy Darling, Kent

FACILITY

0:39 0:40 0:44 0:45 0:45 0:51

David Ryan, Derby Jon Burrows, Queensland Luke Sutton, South Australia Richard Dunn, New Leake Arif Mollah, Rochdale James Eyre, Leicester

RUNWAY

Arif Mollah, Lancashire Arif Mollah, Lancashire Zak Brown, Australia Jon Burrows, Queensland Karl Jobst, Australia Michael Williams, Exeter David Ryan, Derby

SURFACE 1
0:52 Arif Mollah, Lancashire
0:57 Jon Burrows, Queensland
1:01 Magnus Smith, Burra Isle
1:02 David Ryan, Derby
1:04 Arif Mollah, Rochdale
1:06 Luke Sutton, South Australia

BUNKER 1

1 Arif Mollah, Lancashire David Ryan, Derby Jon Burrows, Queensland Chris Stuart, Peterhead Arif Mollah, Rochdale Karl Jobst, Australia 0:19

LAUNCH SILO

Arif Mollah, Lancashire 0:49 1:02 1:06 1:06 1:08 1:09 Arif Mollah, Lancashire David Ryan, Derby Arif Mollah, Rochdale James Eyre, Leicester Ben Kitchin, Australia Luke Sutton, South Australia

FRIGATE

Arif Mollah, Lancashire Jon Burrows, Queensland Magnus Smith, Burra Isle Karl Jobst, Australia Matthys ten Ham, The Netherlands Stephen Hill, Maidstone 0:31

SURFACE 2 Arif Mollah, Lancashir

Arır Mollah, Lancashire Jon Burrows, Queensland Karl Jobst, Australia Danny Dunn, New Leake Sam Doyle, Glossop Matthys ten Ham, The Netherlands 0:57

BUNKER 2

Arif Mollah, Lancashire Arif Mollah, Lancashire David Ryan, Derby Arif Mollah, Rochdale Luke Sutton, South Australia Christopher Ryan, Derby Jon Burrows, Queensland

STATUE PARK
2:22 Arif Mollah, Lancashire
2:30 Jon Burrows, Queensland
2:33 Karl Jobst, Australia

Matthys ten Ham, The Netherlands Danny Dunn, New Leake Arif Mollah, Rochdale

MILITARY ARCHIVES Y ARCHIVES
Arif Mollah, Lancashire
David Ryan, Derby
Jon Burrows, Queensland
Chris Stuart, Peterhead
Arif Mollah, Rochdale
Christopher Ryan, Derby 0:16 0:17 0:17 0:17

STREETS

Arif Mollah, Lancashire Zak Brown, Australia Jon Burrows, Queensland Danny Dunn, New Leake Karl Jobst, Australia Matthys ten Ham, The Netherlands 1:17

DEPOT

Arif Mollah, Lancashire David Ryan, Derby Jon Burrows, Queensland Chris Stuart, Peterhead Arif Mollah, Rochdale Luke Sutton, South Australia

TRAIN

Arif Mollah, Rochdale Jon Burrows, Queensland Luke Sutton, South Australia James Eyre, Leicester Matthys ten Ham, The Netherlands 1:21 1:25

UNGLE

Arif Mollah, Lancashire 1:02 1:02 1:05 1:06 Karl Jobst, Australia Jon Burrows, Queensland Karl Jobst, Australia Matthys ten Ham, The Netherlands Arif Mollah, Rochdale 1:07

CONTROL CENTRE
3:39 Arif Mollah, Lancashire
3:40 Jon Burrows, Queensland
3:43 James Eyre, Leicester
3:51 Arif Mollah, Rochdale
3:52 Richard Dunn, New Leake
4:20 Karl Jobst, Australia

WATER CAVERNS

Arif Mollah, Lancashire
David Ryan, Derby
Jon Burrows, Queensland
Matthys ten Ham, The Netherlands
Arif Mollah, Rochdale Karl Jobst, Australia

CRADIE

Arif Mollah, Lancashire Arri Mollah, Lancashire Jon Burrows, Queensland Karl Jobst, Australia Matthys ten Ham, The Netherlands Karl Jobst, Australia Stephen Hill, Maidstone

AZTEC COMPLEX

OMPLEX
Arif Mollah, Lancashire
David Ryan, Derby
Chris Stuart, Peterhead
Jon Burrows, Queensland
Arif Mollah, Rochdale
James Eyre, Leicester 1:07 1:08 1:10 1:16 1:18 1:18

EGYPTIAN TEMPLE

IN TEMPLE
Arif Mollah, Lancashire
David Ryan, Derby
Jon Burrows, Queensland
Arif Mollah, Rochdale
Karl Jobst, Australia
Matthys ten Ham, The Netherlands
Martin Hurley, St Helens

Diddy Kong Racing

ANCIENT LAKE

Stacy Needham, Bicester 00:32:21 00:37:11 Keith Boiston, Felling Adam Charlton, Buckden 00:42:03 Rob Pierce, Salisbury 00:42:10 Stephen Henderson, Upminster 00:42:54

FOSSII CANYON

Stacy Needham, Bicester 00:58:26 01:04:03 Keith Boiston, Felling James Eyre, Leicester Adam Charlton, Buckder 01:05:00 Arthur van Dalen, Netherlands 01:10:00

JUNGLE FALLS

00:41:51 Stacy Needham, Bicester Adam Charlton, Buckden 00:41:53 00:42:60 Keith Boiston, Felling
00:45:66 Arthur van Dalen, Netherlands
00:47:13 Richard Dunn, Boston

TREASURE CAVES

00:42:20 Keith Boiston, Felling 00:44:75 Adam Charlton, Buckden 00:47:71 Arthur van Dalen, Netherlands Richard Dunn, Boston 00:49:31 Thomas Ferrari, Norfolk

WHALE BAY

00:50:03 Stacy Needham, Bicester Keith Boiston, Felling James Eyre, Leicestershire 00:53:01 00:56:75 Rob Pierce, Salisbury
Danny Dunn, New Leake
Raymond Burton, Stockbridge 00:59:63 01:02:11

PIRATE LAGOON

Keith Boiston, Felling Rob Pierce, Salisbury Jan-Erik Spangberg, Sweden Jon Quarrie, Stapleford Darren Harris, Birmingham 01:01:23 01:11:85

WINDMILL PLAINS

01:33:18 Keith Boiston, Felling 01:35:45 Adam Charlton, Buckden 01:45:93 01:47:56 Richard Dunn, Boston 01:47:56 Darren Harris, Birmingham 01:49:36 Jan-Erik Spangberg, Sweden

CRESCENT ISLAND

01:06:25 Stacy Needham, Bicester 01:07:45 Keith Boiston, Felling 01:11:40 Adam Charlton, Buckden Richard Dunn, Boston Jan-Erik Spangberg, Sweden 01:14:31 01:17:43 Kevin Seeney, Bury St Edmunds 01:21:31

HOT TOP VOLCANO

00:58:20 Stacy Needham, Bicester 01:04:33 Keith Boiston, Felling 01:10:35 James Eyre, Leicester Richard Dunn, Boston 01:15:75 01:17:93 Rob Pierce, Salisbury

GREENWOOD VILLAGE

Stacy Needham, Bicester Jan-Erik Spangberg, Sweden Kevin Seeney, Bury St Edmunds 01:12:31 1:22:01 1:22:73 Richard Dunn, New Leake James Eyre, Leicester 1:27:24

HAUNTED WOODS

00:47:65 00:51:26 00:52:76 00:52:76 00:54:27 00:54:25 00:54:25 00:54:25 00:54:25

FROSTY VILLAGE

ROUSTY VILLAGE
01:10:96 Stacy Needham, Bicester
01:9:01 Rob Pierce, Salisbury
01:20:60 Richard Dunn, New Leake
01:21:86 Kevin Seeney, Bury St Edmunds
01:27:20 Darren Harris, Birmingham

EVERFROST PEAK

O1:29:88 James Eyre, Leicester
O1:25:26 Richard Dunn, New Leake
O1:28:11 Darren Harris, Birmingham
O1:28:16 Tammy Harris, Birmingham
Kevin Seeney, Bury St Edmunds

SNOWBALL VALLEY

00:43:80 Stacy Needham, Bicester 00:5340 Richard Dunn, New Leake 00:54:70 James Eyre, Leicester 00:56:05 Darren Harris, Birmingham

BOULDER CANYON

EK CANYUN Keith Boiston, Felling Rob Pierce, Salisbury Danny Dunn, New Leake James Eyre, Leicester Kevin Seeney, Bury St Edmunds 01:25:48 01:33:36 01:33:81 01:34:11 01:36:30

WALRUS COVE

01:27:81 Stacy Needham, Bicester 01:29:31 Keith Boiston, Felling 01:30:73 Adam Charlton, Buckden 01:32:15 Jeffrey Van Der Aa, The Nethorland 01:32:15 Je Netherlands Richard Dunn, Boston 01:40:95 Richard Dunn, Boston 01:41:55 Jan-Erik Spangberg, Sweden

SPACEDUST ALLEY

01:25:03 Stacy Needham, Bicester 01:28:83 James Eyre, Leicester 01:34:63 Keith Boiston, Felling 01:44:61 Arthur van Dalen, Netherlands 01:47:51 Kevin Seeney, Bury St Edmunds

DARKMOON CAVERNS

Keith Boiston, Felling Adam Charlton, Buckden Richard Dunn, Boston Kevin Seeney, Bury St Edmunds 01:39:13 01:46:41 01:49:03 01:55:43 01:55:71 Jan-Erik Spangberg, Sweden 01:57:26 Martin Hurley, St Helens

SPACEPORT ALPHA

01:32:00 Stacy Needham, Bicester 01:32:31 Keith Boiston, Felling 01:41:51 James Eyre, Leicester 01:44:65 Banny Dunn, New Leake Rob Pierce, Salisbury

STAR CITY

Stacy Needham, Bicester Kevin Seeney, Bury St Edmunds Rob Pierce, Salisbury Richard Dunn, Boston 01:14:20 01:29:36 01:30:45 01:30:90 01:31:26 Darren Harris, Birmingham John Dick, Uddingston Martin Hurley, St Helens 01:42:48 01:50:07

WCW/ Nitro

SINGLE MATCH Jon Burrows, Queensland Rob Varley, Queensland

TAG MATCH 110680 Jon Burrows, Queensland 77280 Gavin Deadman, Biggin Hill

US HEAVYWEIGHT 160120 Gavin Deadman, Biggin Hill 145670 Jon Burrows, Queensland

CRUISERWEIGHT

Jon Burrows, Queensland Gavin Deadman, Biggin Hill

TAG TEAM TITLE 571110 Jon Burrows, Queensland

WORLD HEAVYWEIGHT

TV TITLE
96960 Gavin Deadman, Biggin Hill HANDICAP MATCH 97540 Jon Burrows, Queensland

BATTLE ROYAL 47000 Gavin Deadman, Biggin Hill Jon Burrows, Queensland

Yoshi's Story

Anthony Hooley, Breastor Danny Dunn, New Leake 37424 35998 35460 Richard Dunn, Boston Bonny Qvistorff, Copenhagen 34956 David Park, Hebburn Andy Murray, Bournemouth 33701 32112 Martin Hurley, St Helens

Tetrisphere

RESCUE

913530600 John Lambregts. The Netherlands

259549700 Joel Smith, Springwood, Australia 145032800 Jay Scott, Fort-William

82047300 Gavin Brennan, Claremorris 78621700 Barbet Koolmees, Holland

Shadows Of The Empire

BATTLE OF HOTH

Matthew Stevenson, Bournemouth Karl Jobst, Australia 0:02:23 0:02:46 Magnus Smith, Burra Isle John Brennan, Bicester 0:02:52 0:03:15 Karl Jobst, Australia

ESCAPE FROM ECHO BASE

Karl Jobst, Australia Magnus Smith, Burra Isle 0:01:36 Jason Lloyd Parsons, Anglesey John Brennan, Bicester 0:03:28 Matthew Stevenson, Bournemouth

THE ASTEROID FIELD

Matthew Stevenson, Bournemouth 0:03:16 Karl Jobst, Australia John Brennan, Bicester 0:03:38 John Lambregts, The Netherlands Sebastian Pantrey, Goudhurst

Mos Eisley and Beggar's Canyon

Karl Johst Australia

0:04:19

Magnus Smith, Burra Isle 0:01:41 Matthew Stevenson, Bournemouth Hans Lafeber, The Netherlands 0:04:26

IMPERIAL FREIGHTER SUPROSA 0:01:11 Karl Jobst, Australia

Magnus Smith, Burra Isle 0:01:20 John Brennan, Bicester 0:01:55 Hans Lafeber, The Netherlands 0:03:13

SKYHOOK BATTLE Karl Jobst, Australia

0:05:51 Magnus Smith, Burra Isle John Brennan, Bicester 0:06:37 Matthew Stevenson, Bournemouth 0:06:50 Karl Jobst, Australia

XIZOR'S PALACE

0:07:50

Karl Jobst, Australia 0:04:01 0:04:15 Jason Lloyd Parsons, Anglesey 0:05:00 Magnus Smith, Burra Isle

John Brennan, Bicester Hans Lafeber, The Netherlands

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Star Wars: Episode One Racer

ANDO PRIME CENTRUM		
2:28:336	David Scott, Newry	
3:03:510	Tim Hughes, West Sussex	
3:04:033	Stephen Hill, Kent	
3:33:629	Darren Harris, Birmingham	
2:22:500	Chris Perry Cambridge	

BEEDO'S WILD RIDE

3:06:411 Stephen Hill, Kent Darren Harris, Birmingham 3:34:998 Chris Perry, Cambridge 3:49:292 Julian Scott, Newry

BOONTA TRAINING COURSE

Julian Scott , Newry 1:08:575 Richard Lewis, Surrey 1:53:644 Darren Harris, Birmingham Luke Sutton, South Australia 1:53:851 1:54:023 Chris Perry, Cambridge

EXECUTIONER

4:39:014 Stephen Hill, Kent Tim Hughes, West Sussex 4:48:130 5:00:653 Darren Harris, Birmingham Chris Perry, Cambridge 5:01:034 5:04:442 Julian Scott, Newry

MALASTARE 100

Tim Hughes, West Sussex Stephen Hill, Kent 2:01:442 2:03:049 Darren Harris, Birmingham Iulian Scott, Newry 2:23:537 2:25:364 Chris Perry, Cambridge

MON GAZZA SPEEDWAY

0:23:073 Julian Scott, Newry Stephen Hill, Kent 0:48:878 Richard Lewis, Surrey Darren Harris, Birmingham 0:51:297 0:55:894 Chris Perry, Cambridge

SCRAPPER'S RUN

2:21:423 Richard Lewis, Surrey 2:26:855 Darren Harris, Birmingham 2:26:906 Julian Scott, Newry 2:27:602 Chris Perry, Cambridge

VENGEANCE

4:05:078 Julian Scott, Newry 4:05:716 Tim Hughes, West Sussex 4:18:857 Darren Harris, Birmingham 4:22:203 Chris Perry, Cambridge

ABYSS

3:43:245 David Scott, Newry

THE GAUNTLET

6:07:653 David Scott, Newry

GRAPEVINE GATEWAY

4:05:972 David Scott, Newry

SEBULA'S LEGACY

2:40:818 Julian Scott, Newry

DUG DERBY

2:17:161 Julain Scott, Newry

Ouake 64

MAP 1: THE SLIPGATE COMPLEX

iams, Exete Raymond Burton, Stockbridge 0:30 Jon Quarrie, Stapleford Kevin Seeney, Bury St Edmunds 0:30 Karl Watt, Shetland

MAP 2: CASTLE OF THE DAMNED

John Brennan, Bicester Jon Quarrie, Stapleford 0:38 0:40 Karl Watt, Shetland Michael Williams, Exete Raymond Burton, Stockbridge 0:44

MAP 3: THE NECROPOLIS

James Eyre, Leicester John Brennan, Bicester Karl Watt, Shetland 1:11 Jon Quarrie, Stapleford 1:12 Michael Williams, Exeter

MAP 4: GLOOM KEEP

James Eyre, Leicester 0:15 John Brennan, Bicester 0:3 Jon Quarrie, Stapleford Michael Williams, Cardiff 0:49 Karl Watt Shetland

MAP 5: THE DOOR TO CHTHON

James Eyre, Leicester John Brennan, Bicester 0:15 Jon Quarrie, Stapleford Chris Street, Huntingdon 1:02 Karl Watt, Shetland Raymond Burton, Stockbridge

MAP 6: HOUSE OF CHTHON

John Brennan, Bicester Karl Watt, Shetland 0:27 Kevin Seeney, Bury St Edmunds Raymond Burton, Stockbridge Jon Quarrie, Stapleford 0:28 0:29

MAP 7: ZIGGURAT VERTIGO

John Brennan, Biceste Ion Quarrie, Stapleford Karl Watt, Shetland

MAP 8: THE OGRE CITADEL

James Eyre, Leicester John Brennan, Bicester Raymond Burton, Stocksbridge Jon Quarrie, Stapleford Karl Watt, Shetland

MAP 9: THE CRYPT OF DECAY

John Brennan, Bicester Raymond Burton, Stocksbridge 1:19 Karl Watt, Shetland Jon Quarrie, Stapleford James Eyre, Leicester

MAP 10: THE WIZARD'S MANSE

John Brennan, Bicester 2:18 Karl Watt, Shetland Jon Quarrie, Stapleford 2:27 Raymond Burton, Stocksbridge

MAP 11: THE DISMAL OUBLIETTE

1:53 John Brennan, Biceste 5:06 Raymond Burton, Stockbridge James Eyre, Leicester 5:16 5:48 Jon Quarrie, Stapleford

MAP 12: THE LINDERFARTH

0:47 John Brennan, Bicester Karl Watt, Shetland 1:13 Raymond Burton, Stocksbridge

MAP 13: TERMINATION CENTRAL

John Brennan, Bicester Karl Watt, Shetland 1:02 Jon Quarrie, Stapleford Raymond Burton, Stocksbridge 1:08 1:10 James Eyre, Leicester

MAP 14: THE VAULTS OF ZIN

0:37 James Eyre, Leicester John Brennan, Bicester Karl Watt, Shetland 1:08 1:13 Raymond Burton, Stocksbridge

MAP 15: THE TOMB OF TERROR

James Eyre, Leicester 0:33 1:06 John Brennan, Bicester Karl Watt, Shetland 1:10 Raymond Burton, Stocksbridge

MAP 16: SATAN'S DARK DELIGHT

2:07 John Brennan, Biceste Kevin Seeney, Bury St Edmunds 3:00

MAP 17: CHAMBERS OF TORMENT

James Eyre, Leiceste 0:43 John Brennan, Bicester 0:53 Karl Watt, Shetland 1:27 Raymond Burton, Stocksbridge

MAP 20: THE ELDER GOD SHRINE

0:37 0:40 James Evre, Leicester

MAP 21: THE PALACE OF HATE

John Brennan, Bicester 0:47 James Eyre, Leicester 0:37

MAP 22: THE PAIN MAZE

John Brennan, Bicester 0:49

MAP 23: AZURE AGONY

James Eyre, Leicester Jon Quarrie, Stapleford 1:42 Karl Watt, Shetland Raymond Burton, Stocksbridge 3:26

MAP 24: THE NAMELESS CITY 1:26

John Brennan, Bicester

MAP 25: SHUB NIGGURATH'S PIT

Kevin Seeney, Bury St Edmunds 0:50 Jon Quarrie, Stapleford 0:52

Mario Kart 64

LUIGI RACEWAY

00:36:91 Arif Mollah, Rochdale

00:43:73 Adam Tucker, Great Yarmouth

00:46:78 Ben Kitchin, Australia

00:48:24 Jon Burrows, Queensland 00:48:42 Caroline Fawcett, North Horncastle

MOO MOO FARM

Arif Mollah, Lancashire Jeffery Van der Aa, Netherlands 01:17:32 01:15:77 01:16:55 lames Evre, Leicester

01:18:74 Arif Mollah, Rochdale Adam Tucker, Great Yarmouth James Allsopp, Alvaston 01:20:51

KOOPA TROOPA BEACH

Arif Mollah Jeffery Van der Aa, Netherlands 01:23:12 01:20:86 01:23:17 James Eyre, Leicester Adam Tucker, Great Yarmouth Arif Mollah, Rochdale Arif Mollah, Rochdale Alan Dundas, Arbroath 01:27:81

FRAPPE SNOWLAND
00:25:33 Arif Mollah, Rochdale
00:25:34 Arthur van Dalen, Netherlands Alan Pierce, Salisbury Rob Pierce, Salisbury Danny Dunn, New Leake 00:29:57

MARIO RACEWAY

oo:18:80 Arif Mollah, Rochdale oo:25:72 Ben Kitchin, Australia 00:27:79 Adam Tucker, Great Yarmouth 00:49:38 David Park, Hebburn Caroline Fawcett, North Horncastle

WARIO STADIUM

Jeffery Van der Aa, Netherlands Arif Mollah, Rochdale 00:18:32 00:18:84 00:19:16 Ben Kitchin, Australia

Aaron Norris, Western Australia Richard Dunn, New Leake CHOCO MOUNTAIN

00:19:68

Jeffery Van der Aa, Netherlands James Eyre, Leicester Richard Dunn, New Leake 0:46:08 0:57:96 1:02:98 Arif Mollah, Rochdale 01:20:74 Adam Tucker, Great Yarmouth

ROYAL RACEWAY

Jeffery Van der Aa, Netherlands Arif Mollah, Rochdale Ben Kitchin, Australia 01:26:99

Adam Tucker, Great Yarmouth

01:27:43 Adam Tucker, Great Yarmo 01:47:73 Jon Burrows, Queensland KALAMARI DESERT

00:44:39 Arif Mollah, Lancashire 00:50:70 Jeffery Van der Aa, Netherlands Ben Kitchin, Australia

Arif Mollah, Rochdale Adam Tucker, Great Yarmouth 01:01:43 01:20:65 James Eyre, Leicester

YOSHI VALLEY

Stacy Needham, Bicester 00:34:83 00:34:88 Aaron Norris, Western Australia Danny Dunn, New Leake Arif Mollah, Rochdale 00:37:64 Jeffery Van der Aa, Netherlands 01:00:94

RAINBOW ROAD

Ben Kitchin, Australia 03:08:87 Ben Kitchin, Australia 04:04:92 Adam Tucker, Great Yarmouth 04:04:70 Arif Mollah, Rochdale Jamie Eccles, California 04:13:51 James Evre, Leicestershire

BANSHEE BOARDWALK

Jeffery Van der Aa, Netherlands 00:52:31 Ben Kitchin, Australia 00:55:24 Jon Burrows, Queensland Adam Tucker, Great Yarmouth Arthur Van Dalen, The Netherlands 01:47:28

DONKEY KONG'S JUNGLE PARKWAY

00:28:81 Arif Mollah, Rochdale Aaron Norris, Western Australia 00:29:03 Danny Dunn, New Leake Rob Pierce, Salisbury Martin Hurley, St Helens

00:41:49 SHERBET LAND

oo:59:59 Arif Mollah, Lancashire
oo:58:05 Ben Kitchin, Australia
o1:35:89 Jon Burrows, Queensland
o1:41:19 Adam Tucker, Great Yarmouth James Eyre, Leicester 01:43:24 01:44:20 Arif Mollah, Rochdale James Eyre, Donington Le Heath Martin Hurley, St Helens Craig Bartlett, Bournemouth

BOWSER'S CASTLE

02:04:12

01:12:59 Jeffery Van der Aa, Netherlands 01:20:90 Adam Tucker, Great Yarmouth Ben Kitchin, Australia Jon Burrows, Queensland James Eyre, Leicester 01:24:12 02:02:79 02:21:22 Martin Hurley, St Helens 02:34:16 John Bailey, Stevenge

TOAD'S TURNPIKE Jeffery Van der Aa, Netherlands Arif Mollah, Rochdale Jon Burrows, Queensland Adam Tucker, Great Yarmouth 01:46:27 James Allsopp, Alvaston Martin Hurley, St Helens Martin Hurley, St Helens Craig Bartlett, Bournemouth 01:46:63

Banjo-Kazooie

SPIRAL MOUNTAIN

L MOUNTAIN
Jon Burrows, Queensland
Niall Hickey, County Waterford
Darren Harris, Birmingham
Michael Ilioski, Australia
Christopher Ilioski, Australia

MUMBO'S MOUNTAIN

0:04:44 0:05:28 0:06:30 Jon Burrows, Queensland Kevin Seeney, Bury St Edmunds Danny Dunn, New Leake Jan-Erik Spangberg, Sweden Niall Hickey, County Waterford

TREASURE TROVE COVE

Jon Burrows, Queensland Jan-Erik Spangberg, Sweden Richard Dunn, Boston Niall Hickey, County Waterford Darren Harris, Birmingham

MAD MONSTER MANSION

Jon Burrows, Queensland Jan-Erik Spangberg, Sweden Kevin Seeney, Bury St Edmund: Niall Hickey, County Waterford Ingvar Gunnarsson, Iceland

BUBBLEGLOOP SWAMP

Jon Burrows, Queensland Kevin Seeney, Bury St Edmunds Jan-Erik Spangberg, Sweden Niall Hickey, County Waterford Darren Harris, Birmingham

CLANKER'S CAVERN

0:08:31 Jon Burrows, Queensland 0:08:47 Kevin Seeney, Bury St Edmunds

02:29:06

Jan-Erik Spangberg, Sweden Niall Hickey, County Waterford Jan-Erik Spangberg, Sweden

CLICK CLOCK WOOD

Jon Burrows, Queensland Jan-Erik Spangberg, Sweden Niall Hickey, County Waterford Kevin Seeney, Bury St Edmunds RUSTY BUCKET BAY

JOCKET BAY Jon Burrows, Queensland Kevin Seeney, Bury St Edmunds Jan-Erik Spangberg, Sweden Niall Hickey, County Waterford Ingvar Gunnarsson, Iceland 0:12:18 0:13:30 0:16:14 0:16:47 0:28:38

FREEZEEZY PEAK
0:13:19
10n Burrows, Queensland
Kevin Seeney, Bury St Edmunds
0:15:25
0:19:42
0:19:40
Darren Harris, Birmingham

GOBI'S VALLEY

/ALLEY Jon Burrows, Queensland Jan-Erik Spangberg, Sweden Kevin Seeney, Bury St Edmunds Jan-Erik Spangberg, Sweden Niall Hickey, County Waterford

100 JIGGIES, 900 NOTES
2:46:17 Kevin Seeney, Bury St Edmunds
2:53:54 Jan-Erik Spangberg, Sweden
3:38:52 Mark Nicol, Western Australia
4:46:00 Ingvar Gunnarsson, Iceland GRUNTILDA'S LAIR

2:33

Turok Training

Michael Williams, Exeter

2:17 Mikhael Farrelly, Zimbabwe 2:20 Richard Dunn, New Leake 2:23 Fiaz Farrelly, Zimbabwe

Ben Webster, Millbridge

Xena: Warrior **Princess**

MODE TIME Mortal 03:47sec, Julian Scott, Newry 03:46sec, Julian Scott, Newry Julian Scott, Newry Hero 13:59sec,

SCORETON

Micro Machines

THE MAIN COURSE

oo:11:90 James Eyre, Leicester 0o:15:28 Jeffrey Van Der Aa, The Netherlands 0o:15:45 Chris Cox, Cambridge 0o:16:62 Ned Pendleton, Brackley Leiceste

LOVE TRIANGLE

00:23:72 James Eyre, Leicester 00:39:17 Jeffrey Van Der Aa, The Netherlands 00:40:02 Ned Pendleton, Brackley 00:40:30 Chris Cox, Cambridge 00:23:72 00:39:17 00:40:02

BEWARE OF THE DOG

oo:17:30 James Eyre, Leicester oo:35:29 Jeffrey Van Der Aa, The Netherlands oo:35:86 Ned Pendleton, Brackley

CRASH AND FERN
00:13:19 James Eyre, Leicester
00:21:22 Jeffrey Van Der Aa, The Netherlands
00:22:06 Ned Pendleton, Brackley

DESTRUCTION DIRTBOX

00:16:94 James Eyre, Leicester 00:29:48 Jeffrey Van Der Aa, The Netherlands 00:30:01 Ned Pendleton, Brackley

BRAKE-FAST BENDS 00:26:26 James Eyre, Leicester 00:33:36 Jeffrey Van Der Aa, The Netherlands 00:33:76 Ned Pendleton, Brackley

CALCULATOR RISK
00:15:94 James Eyre, Leicester
00:23:19 leffrey Van Der Aa, The Netherlands
00:25:97 Ned Pendleton, Brackley

James Eyre, Leicester Jeffrey Van Der Aa, The Netherlands Ned Pendleton, Brackley 00:17:06 00:34:25 00:36:67

TANKS ALOT oo:18:39 James Eyre, Leicester oo:27:10 Jeffrey Van Der Aa, The Netherlands oo:27:67 Ned Pendleton, Brackley

BAGUETTE BALANCE

oo:15:70 James Eyre, Leicester oo:22:07 Jeffrey Van Der Aa, The Netherlands oo:22:71 Ned Pendleton, Brackley oo:23:00 Chris Cox, Cambridge

TRUCKER'S LUCK

oo:22:95 Jeffrey Van Der Aa, The Netherlands oo:24:32 Ned Pendleton, Brackley

BIKINI BLAZER

James Eyre, Leicester Jeffrey Van Der Aa, The Netherlands Ned Pendleton, Brackley 00:16:34 00:23:11 00:25:05

PEBBLE DASH

James Eyre, Leicester Jeffrey Van Der Aa, The Netherlands Ned Pendleton, Brackley

BEACHED BUGGIES

00:11:09 | James Eyre, Leicester

00:12:66 | Chris Cox, Cambridge

00:21:66 | Ned Pendleton, Brackley

00:22:59 | Jeffrey Van Der Aa, The Netherlands

RIGHT ON CUE

James Eyre, Leicester Jeffrey Van Der Aa, The Netherlands Chris Cox, Cambridge Ned Pendleton, Brackley

RACK 'N ROLL

00:30:05
00:47:36
00:49:97
00:48:41

PULLING POWER

00:22:47 James Eyre, Leicester 00:39:29 Jeffrey Van Der Aa, The Netherlands 00:39:58 Ned Pendleton, Brackley

STINKY SINKS

James Eyre, Leicester Jeffrey Van Der Aa, The Netherlands Ned Pendleton, Brackley 00:10:32 00:17:35 00:22:31

SAND BLASTER

James Eyre, Leicester Jeffrey Van Der Aa, The Netherlands Ned Pendleton, Brackley

SWERVE SHOT

: SHOT James Eyre, Leicester Chris Cox, Cambridge Jeffrey Van Der Aa, The Netherlands Ned Pendleton, Brackley Achillies Zanettis, Kenton 00:06:05 00:06:85 00:11:86 00:12:11

BREAKFAST AT CHERRY'S

James Eyre, Leicester Jeffrey Van Der Aa, The Netherlands Chris Cox, Cambridge Ned Pendleton, Brackley 00:11:30 00:21:95 00:23:64 00:24:12

FORMULA X 00:13:87 James Eyre, Leicester 00:27:82 Jeffrey Van Der Aa, The Netherlands 00:31:18 Ned Pendleton, Brackley

LEARNING CURVES 00:21:98 James Eyre, Leicester 00:27:03 Jeffrey Van Der Aa, The Netherlands 00:34:17 Ned Pendleton, Brackley

CHEMICAL WARFARE

00:13:27 James Eyre, Leicester 00:26:99 Jeffrey Van Der Aa, The Netherlands

CHEESY JUMPS 00:7:18 James Eyre, Leicester 00:14:12 Jeffrey Van Der Aa, The Netherlands

CEREAL KILLER

00:26:50 James Eyre, Leicester 00:43:48 Jeffrey Van Der Aa, The Netherlands

Star Wars: Rogue Squadron

AMBUSH AT MOS EISLEY

oo:35 Richard Dunn, New Leake oo:45 Arif Mollah, Rochdale oo:54 Jon Burrows, Queensland oo:56 Jan-Erik Spangberg, Sweden

RENDEZVOUS ON BARKHESH

Paul Nicholls, Coventry Darren Harris, Birmingham Richard Dunn, New Leake John Brennan, Bicester Karl Jobst, Australia

THE SEARCH FOR THE NONNAH

Arif Mollah, Rochdale Richard Dunn, New Leake Karl Jobst, Australia Darren Harris, Birmingham

THE JADE MOON
01:02
01:15
01:17
01:17
Darren Harris, Birmingham
01:30
Karl Jobst, Australia

DEFECTION AT CORELLIA

Jan-Erik Spangberg, Sweden Karl Jobst, Australia Arif Mollah, Rochdale Chris Handley, Notts John Brennan, Bicester

THE LIBERATION OF GERRARD V

Arif Mollah, Rochdale Richard Dunn, New Leake Jan-Erik Spangberg, Sweden Karl Jobst, Australia

IMPERIAL CONSTRUCTION YARDS

Richard Dunn, New Leake Jon Burrows, Queensland Karl Jobst, Australia Arif Mollah, Rochdale Philip Munt, Surrey

ASSAULT ON KILE II

Richard Dunn, New Leake Arif Mollah, Rochdale Jon Burrows, Queensland Karl Jobst, Australia Ian Lawlor, Churwell 05:55 RESCUE ON KESSEL

ON RESSEL
Richard Dunn, New Leake
Jan-Erik Spangberg, Sweden
Karl Jobst, Australia
Jon Burrows, Queensland
John Brennan, Bicester

PRISONS OF KESSEL 07:36 Richard Dunn, New Leake Richard Dunn, New Leake Jon Burrows, Queensland Darren Harris, Birmingham Arif Mollah, Rochdale Karl Jobst, Australia

BATTLE ABOVE TALORAAN

Janny Dunn, New Leake Jon Burrows, Queensland Jan-Erik Spangberg, Sweden Darren Harris, Birmingham 03:03

ESCAPE FROM FEST

Arif Mollah, Rochdale Karl Jobst, Australia Jon Burrows, Queensland John Brennan, Bicester

BLOCKADE ON CHANDRILA

Ian Lawlor, Churwell Karl Jobst, Australia Jon Burrows, Queensland Darren Harris, Birmingham Arif Mollah, Rochdale 05:05 05:10

RAID ON SULLUST

Arif Mollah, Rochdale Richard Dunn, New Leake Jon Burrows, Queensland 01:43 Darren Harris, Birmingham Karl Jobst, Australia

MOFF SEERDON'S REVENGE

Jon Burrows, Queensland Arif Mollah, Rochdale 04:08 John Brennan, Bicester 05:27 Karl Jobst, Australia 05:50 Paul Nicholls, Coventry THE BATTLE OF CALAMARI

Richard Dunn, New Leake Jan-Erik Spangberg, Sweden Arif Mollah, Rochdale Darren Harris, Birmingham Karl Jobst, Australia 03:20

BATTLE OF HOTH

Jan-Erik Spangberg, Sweden Karl Jobst, Australia Arif Mollah, Rochdale Danny Dunn, New Leake 03:16

THE DEATHSTAR TRENCH RUN

Jon Burrows, Queensland Richard Dunn, New Leake Karl Jobst, Australia Jan-Erik Spangberg, Sweden Arif Mollah, Rochdale

Bit of a tricky one for you this issue. We reckon that OO-Agent mode in EA's The World Is Not Enough is by far one of the most challenging tasks on the N64 so far, so we'd like to see proof of you lot completing the game – every level – on that difficulty setting. As this is a bit of a toughy, we might even think up a special prize...

11/11

There can be only one! Well, only one a month anyway. Every issue the ScoreZone

gaming champion who picks up the coveted accolade of Ultimate Player also wins themselves a rather spiffy Top Drive 3-in-1 Steering Wheel from Logic 3! This cool piece of kit is compatible with your N64 (obviously) but also works with the

> PlayStation and the now antique Sega Saturn, so it's perfect for anyone flirting with more than one format.

Any readers not quite adept enough to make Ultimate Player can get the Top Drive wheel for £44.99 from Logic 3 on (0208) 902 2211!

4 LSOUVIIONS CHEATS HOTTINE

Okay... by now you'll have realised that in our A-Z of Cheats we've got pretty much every N64 hint, tip and code there ever was and because we update it every month you can be sure that if there's a cheat out there then chances are it's in the A-Z.

However, this does mean that you only get the new cheats once a month, so if you're one of those people that absolutely has to have the new cheats the day they're discovered then you might be interested in this..

The 64 Solutions Cheats Hotline holds all the latest cheats, tips and codes for the N64 and the Game Boy Color and it's accessible via telephone, 7 days a week, 15 hours a day. So if you're really stuck and we haven't got the cheat for you in the A-Z, then it's worth giving our games specialists a call.

Open 8am to 11pm.

IMPORTANT: Calls cost £1.50 per minute AT ALL TIMES. Call charges will appear on your standard telephone bill so you MUST seek the permission of the person paying the bill (if they aren't you) before calling.

Complete Money Back Guarantee

If you aren't totally satisfied with the solution given to you by our hotline staff, then immediately fax us your complaint on 01753 755930 to get a full refund – because if you ain't happy, we ain't happy!



AIR BOARDER 64

Bonus Characters

To unlock the four bonus characters: Finish all level and tracks in Time Attack mode in the time set; Get an A ranking on all levels and tracks in Street Work mode; Get an S ranking on all levels and tracks in Street Work mode; Get a Perfect ranking on every level and track in Coin mode.

Bonus Boards

Unlock all four bonus characters then at the Board Selection screen press Up, Up, Down, Left, Right, Left, Right, B, A to get the following bonus boards I -Arm Gives extra turbos

Ika-Chu gives double jumps gives longer air time J-B

press A+B for turbo jumps

AERO GAUGE

Turbo Start

Hold A and B at the start then release B after the announcer says "ready!"

Turbo

For speed hold down A to accelerate, make a hard turn in either direction while holding Z. then release both buttons. If your timing is right you get get a burst of extra speed. Keep using the turbo until the temperature gauge rises too high.

AUTOMOBILI LAMBORGHINI

Mirror tracks

To access the reversed tracks, finish the championship mode on both novice and expert difficulty. You win some new cars too!

Hidden Cars Bugatti EB110

Finish championship mode on

Finish championship mode on expert

Ferrari Testarossa

Finish the basic arcade mode on expert

Porsche 959 Finish the basic arcade mode on

Finish the pro arcade mode on novice

Dodge Viper

Finish the pro arcade mode on expert

ARMORINES: PROIECT SWARM

CHEAT CODES

Enter the following codes on the cheats screen for the resulting Goldenpie unlocks all cheats Skippy accesses all levels Godly reveals God mode Loaded

Pen and Ink mode

Sorted

unlocks all weapons

To remove all the texture maps from the game, type in the word Sketchy on the Enter Code screen. Fast Running
To sprint at high speed, enter

gives you infinite ammunition

Sonic on the codes screen.

ARMY MEN: SARGE'S HEROES

CHEAT CODES

Enter any of the following codes at the password screen.

ALCHR All Multiplayers: VRCLN All Weapons: NSRLS Weird Colours: CLRSMN Invincibility: MMRTL Invisibility: DNLVSKSF Giant Mode: IVNLRG Infinite Continues: CNTN Full Ammo: MMLVSRM Level Select: DNSTHMN Mini Mode: DRVLLVSMM Debug Info: PLYHVR Play as Hoover:

GRNGRLRX Play as Vikki:

TNSLDRS

Play as a Tin Soldier:

SARGE'S HEROES 2

ARMY MEN:

Tin Foil Uniform TNMN **Passwords** Level FLLNGDWN 2 (Bridge) 3 (Fridge) GTMLK CHLLBB 4 (Freezer) 5 (Inside Wall) CISNGN DGTHS 6 (GraveYard) FRNKNSTN 7 (Castle) 8 (Tan Base) BDBZ 9 (Revenge) LBBCK 10 (Desk) DSKIB 11 (Bed) GTSLP

SMLLVLL 12 (Blue Town) 13 (Cashier) CHRGT NTBRT

14 (Train) 15 (Rockets) RDGLR 16 (Pool Table) **FSTNLS** 17 (PinBall Table) WHSWZRD

AEROFIGHTERS ASSAULT

Access All Levels

Start game, press: Up, C Down, Left, C Right, Down, C Up, Right, C Left, Z, R, L.

Secret F-15 Plane

On the opening title screen enter the following code: C Left, C Down, C Right, C Up, C Left, C Right, C Down.

Secret Level

Beat the Ice Cave level to access The Moon.

ALL STAR BASEBALL '99

On the title screen enter R. A. Z. R. C Right, A, B to enable the credits

Alien Team and Stadium On the 'enter cheats' screen, enter the code: **ATEMYBUIK**

Beachball Baseball On the 'enter cheats' screen, enter the code: BBNSTRDS

Big Everything
On the 'enter cheats' screen, enter the code: GOTHELIUM

Broken Bats On the 'enter cheats' screen, enter the code: BRKNBAT

Fat or Skinny Players On the 'enter cheats' screen, enter the code: **ABBTNCSTLO**

Fireball
On the 'enter cheats' screen, enter the code: GRTBLSFDST **Paper Players**

On the 'enter cheats' screen, enter the code: PRPPAPLYR

BUCK BUMBLE

On the title screen, press Left, Right, Up, Down, then hold Z and press Right, Right, Left, Left.

Access all missions

On the title screen, hold Z and press Right, Down, Down, Right then release Z and press Right, Up, Down, Left, Left, Up, Right, Right.

BOMBERMAN HERO

Achieve a five rating on every stage up to and including Garaden Star for: Slider Race

(Available on the options screen.)

Gossick World

Collect all 24 of the other Dimension Bombs for access.

Golden Bomber

Finish the hidden Gossick world to get another play mode on the options screen.

Princes Millian's Treasure Hunt Finish Gossick World to get a third play mode mode on the options screen.

BODY HARVEST

For the following cheats which will make battling aliens easier, enter ICHEAT as your name and these cheats during gameplay...

Weapon Power Up A, Right, C Down, C Right, C Up, A,

Serious Firepower

C Down, C Up, Up, Z, Z, Left, C Right.

Surreal Graphics

C Down, Up, Right, Right, C Right, A. Left.

Smart Bomb

A, C Up, C Up, Up, Left.

Refill Health/Fuel

Down, Up, Right, A, B, Left, C Right.

Kill Adam

B, Left, C Right, C Right, Down.

Create Mutant

C Down, Up, Z, Z, C Right, Right.

C Left, C Right, A, C Down, C Right,

All Artifacts

Up, C Down, C Right, Z, Up, Left.

Tall Adam

B, A, CUp, A, CUp, A.

Short Adam

Down, C Left, A, Right, Z.

Fat Aliens Left, A, Right, Down.

Weak Boss Z, C Right, C Right, B, Left, C Right.

Dancer Down, Up, C Up, Down, C Right, C

BATTLETANX

All Gangs In Campaign Mode Enter LTSLTSGNGS as a password

Storm Ravens Gang Enter WMNRSMRTR for the all-

women Storm Ravens Game

MSTSRVV Invincibility

LVFRVR Infinite Lives

All Weapons PLVRZM LTSFBLLTS Infinite Ammo

CRSTLCLR Invisibility

FRGZ Frog Mode TDZ Toad Gang

CNCTHRTM

CDPLT Run Story Mode

HVRL Spinning View

Suicide Hold Down all the C

buttons together

Psychedelic View









BATTLETANX: GLOBAL ASSAULT

Custom Gangs
To get hold of the M2 Hydra tank the multiplayer, enter TRDDYBRRRKS on the password

Level Menu

Enter WRDRB on the password screen and you'll be able to select the level that you want to play on **Cheat Codes**

On the Code entry screen, type in any of the following codes to get the effect that you want

RCKTSRDGLR

Unlock all weapons

WRDRB

Boat Assault Bonus Level

NNKNHCKS

Unlock Brandon's Gang

TRDDYBRRRKS

Unlock Custom Gang

HPPYHPPY Invincibility

8oDYS

Access all levels

Special Power Ups Collect 15 of most of the items in the game and then when you have someone in your sights, hit A, B and Z together to unleash a special attack. For example with the flamethrower, you will fire three flames at once. Enter these passwords on the code entry screen to unlock these new gangs:

SMSLGNG NSTYGRL THRTN SRTHMB

Brandon Cassandra Level Select Unlock All Tanx Unlock All Weapons:

BIO FREAKS

ONE HIT FATALITIES Minatek

Move in and press: Towards, Away, C left + C Down

Zipperhead

Towards, Away, Away + C Right The first time you take one arm off, the second time you take the other arm, finally move in close to take off the head

Move in close and press: Towards, Away, Away + C Up + C

Psyclown

Move in close and press: Towards, Away, Away + C Left + C

Sabotage

Towards, Away, Away + C Up First time, you take an arm off, second time the other arm. Finally move to about three steps away and take off the head Bullzeye

Move in close and press: Towards, Away, Away + C Up

Delta

Move in close and press: Towards, Away, Away + C Down

Away, Towards, Towards + C Up + C Right

To taunt your opponent hold: C Left and C Right

First Person Perspective

During a fight hold away on the control pad and press Start. To switch back hold Down on the control pad and press start.

CHARLIE BLAST'S TERRITORY

Enter the following passwords to be warped to that level (H=Hearts, D=Diamonds ,C=Clubs, S=Spades, J=Jack Q=Queens, K=Kings, A=Ace)

DESERT ISLANDS

Desert stash 4S, 5H, 10C, QC, QC The Gauntlet 4C, 5H, 10C, 9C, 4C Blockout AC, 7D, 6H, 6S, 2H Danger Pass 6H, 2H, AS, 5H,8H Switchback 9D, 10D, JD, JH, QH Gather TNT 9D, 10H. 10H, 7D, 5H X marks the spot AC, 7D, 8D, 5C, 8H It's about time 6D, 4H, 9H, 6H,QC Tres Amigos 7D, 10H, AH, 9S, 6H

ALPINE ISLANDS

It's a bomb 7D, 4S, 9D, 7H, QH Think fast 6D, 4D, 9C, 8C, 4C Chain reaction 5S, 9S, JH, 6C, 4C **Switchbacks** 2H, 3D, 9D, 3D, 2C Big bang 4C, 5H, QS, 4C, 8C Long haul 6D, JS, 2H, AD, 6H Run like crazy 6H, 2H, QC, 7S, 3H Tix-Tacs-oh No! 6C, KH, 10H, AC, 3S **Bouncing Charlie** 2H, 3D, 7H, 6C, 10D **Double Bounce** 6D, JC, 3H, 4C, 8H

TROPICAL ISLANDS

Hot Spots AC, JS, 3C, 7H, 9H Oil Slick 9H, 6C, 2H, 6S, 2S Bumpers 2H, 3D, 7C, QD, 8D **Conveyor Belts** AC, 7D, 6S, JC, 4H First in, Last Out AC, JC, 3D, JH, KH Turnaround 4C, 6H, 8C, QS, AD S. Dakota Switch 2H, 4D, 6D, 4C, 6C **Double Cross** 5S, 9S, 10S, QS, 9C Decathlon

D, 4C, 8H, AC, 10C Moving Ground 9C, AH, JH, 8D, AS

SWAMP ISLANDS

Breakaway 2H, 6S, 8D, 7H, 7D remote Control 5S, 9S, JS, 10D, 4C Trampoline Act AC, JC, 3D, JC, 7H Runaround 2S, 6S, JH, 4H, KC Take it with you 5D, 9H, 2D, 5H, KD Twin Cities AC, 6S, 8S, 2C, JS Crossover AS, 5D, 3S, JH, AS Cornered 9D, QD, 4C, 5C, 3H Peninsula 9H, QH, 5S, JD, AH Chip Shop 5S, 9C, QS, 7C, 3C

COMMAND & CONQUER

Save those pennies

If you find yourself short on cash, try these tips to stretch your funds:To build up a healthy supply of Orca helicopters, build helipads rather than the actual choppers. Scrap the helipad, leaving you just the Orca and saving yourself \$500.If you need more power, forget building an advanced power plant and build two normal power plants instead. you'll save yourself \$100 and you'll be able to keep them for longer as they will have better armour than the advanced version. If you have no morals, send some troops into any civilian village and get them to blow up the local church. If you search the rubble afterwards you'll find \$200

Open All Missions

On the "Press Start" screen quickly press B, A, R, R, A, C Right, Up and Down and then A. Now go to the replay mission menu and press L to make every single variant of each mission selectable!

DIDDY KONG RACING

Obtain all the amulet pieces and the four gold trophies. Return to the central area and look for a green guy sporting some red feathers. Run him over to enable drumstick.

Play as TT

Beat him in every race on Time Trial mode. If you have done it, he'll tell you to try the next race. Beat all TT's times and you'll be able to play as him!

Magic Codes

Enter the codes below on the Magic Codes screen for various effects. Once the codes have been entered, they can be turned on or off by accessing the Code List screen. Some of them will work in Adventure Mode, others will only have an effect in Tracks mode.

IOINTVENTURE

Co-operative two-player adventure mode will be activated.







Everyone can select the same

FREEFORALL

DOUBLEVISION

Maximum power-ups on pick-ups

FREEFRUIT

Start race with ten bananas

VITAMINB

No limit to the number of banana power-ups

ZAPTHEZIPPERS

Remove the zippers from the track

NOYELLOWSTUFF No bananas on track

BYEBYEBALLOONS

No balloons (ie: weapons) on track

TIMETOLOSE

Ultimate AI characters

BOGUSBANANA

Bananas reduce speed instead of boosting it

BODYARMOR

All balloons are yellow shield halloons

ROCKETELLEL

All balloons are blue boost

BOMBSAWAY

All balloons are red rocket balloons

OPPOSITESATTRACT

All balloons are magnetic rainbow balloons

TOXICOFFENDER

All balloons are green drop behind balloons

ARNOLD

Larger characters

TEENYWEENIES

Smaller characters

OFFROAD

Four wheel drive for more speed on rough terrain

BLABBERMOUTH

Instead of a horn, the characters will babble incoherently

HIKEBOX Music menu

WHODIDTHIS View credits without completing the game

DESTRUCTION DERBY 64

Turbo start

Straight after the announcer says "set" press and hold down the A

Unlock Extra Cars

In world championship mode:

Taxi Cab

87

Magazine Issue

Complete the first circuit.

Pick Up Truck

Complete the second circuit with the taxi

Ambulance

Complete the Legend circuit with the pick up.

Ragtop

Beat Alpine Ridge time trial challenge with Baja.

Blue Demon

Beat Seascape Sprint time trial challenge with Ragtop.

Beat Terminal Impact time trial challenge with Ragtop.

Low Rider

Beat Metro Challenge time trial challenge with Ragtop.

Hot Rod

Beat Sunset Canyon time trial challenge with Ragtop.

Woody Wagon

Beat Bayou Run time trial challenge with Ragtop.

Police Car

Beat Midnight Rumble time trial challenge with Ragtop.

Bonus Tracks And Vehicles

To unlock the bonus tracks complete all of the championship modes with any car. Once that's done enter time trial and beat the lap record on each track to open up each of the bonus vehicles. There are 12 hidden cars in total.

DUKE NUKEM 64

Enable PAL cheat menu

On the main menu press: Left, Down, L, L, Up, Right, Left, Up. All cheats can now be turned on or off from the cheat menu.

All Items

Enable the cheat menu then press: R, C, Right, Down, L, C Up, Left, C Right, Left

Invincibility

Enable the cheat menu, press: R, C, Right, R, L, R, R, R, Left

No Monsters

Enable cheat menu, press: L, C Up, L, C, Down, Right, Left, Right A monster roars if you have done it correctly.

Level Select

Enable cheat menu, press R, L, R, C Down, Right, Up, Left, C Up It's now possible to select any level you want from the cheat menu during play.

DUKE NUKEM: ZERO HOUR

Multiplayer Characters

Finish the one player game and each new level adds a new multiplayer character to select.

First Person & Action Modes

Finish the one player game to get a first person mode and an action mode (which makes all your shots one-hit kills).

Free Health

If you find a fire hydrant in the game, stand next to it when you shoot it. Now hold down A to regain all your health.

Action Nukem Mode

If you want to kill opponents with one shot enter Down, A. Z. Z. Left then A on the title screen.

Different Skins

At the title screen when "Press start" appears press, C Left, R, R, Left, Up, Down, B, A then Z to allow different skin models to be selected in one player mode.

Infinite Ammo Rifle

On the title screen, press C Up, C Down, C Left, C Right, L and then R to start with the rifle and unlimited ammunition.

DOOM 64

?TJL BDFW BFGV JVVB

Enter this code and start the game, then pause to see a features option. From here you can access all levels, view all maps, obtain all weapons and ammo, give yourself maximum health and make yourself invincible!

EXCITEBIKE 64

Add some excitement to your racing with these new codes.

Cheat Codes

To bring up the cheat code screen go to the main menu and then hold down L, C Right and C Down. With these held down press A to bring up the cheat menu and enter one of the following codes for the desired effect:

YADAYADA Mirror mode MIDNIGHT Night mode

TRICKSTER All stunts PATWELLS Beat This! mode

PINHEAD Small Head Mode **BLAHBLAH** Big Head Mode SHOWOFF Stunt Mode

INVISRIDER No Riders on Bikes Unlock Classic NES version of Excitebike: Simply complete the tutorial by wading through all the stunts!

Developer Photo

To see a photo of the development team enter UGLYMUG on the cheat menu screen and then go to the credits from the options menu.

EXTREME-G

Ultimate Password On password screen enter 81GGDS.

Weapons

Enter on name selection: arsenal.

Unlimited Turbo

Enter on name selection screen: nitroid

Rock Race Mode

Enter on Name selection screen:

Extreme Speed

Enter on name selection screen: xtreme

Fisheye lens
On name selection screen:

fisheye **Upside down Mode** On name selection screen:

antigray **F1 WORLD GRAND PRIX**

Make sure you get pole position with these cheats!

Open All Challenges

To open up all of the challenges highlight Driver Williams and change his name to Driver Pandora before entering challenge mode. Now enter save file four to access all the challenges.

Infinite Acceleration

Select the gold or silver racer using the cheats above and then select rookie mode with manual gears. Then in the race leave the car in first gear to have unlimited acceleration!

Shortcut

On the Silverstone track towards the end of the lap you should notice a row of grandstands on the left-hand side of the road followed by a hotel. If you head for the hotel there is a service road which can be used as a shortcut!

FIGHTER'S DESTINY

Hidden 9th Skill

Collect your eight main skills from master mode as normal and then set up a two player battle using that character. If you win you are awarded your ninth skill!

Hidden Werewolf

Select Pierre as your character then mid fight press the L button. You should notice that as you press it more his nose grows! Continue pressing it until he explodes and transforms into a Werewolf

Unlock Ushi To unlock Ushi the cow you need to survive in the Rodeo mode for one minute or more without killing the cow! Ushi is the only character who has a hidden move, a throw. To do this in game press L twice and enjoy the results!

GOLDENEYE

In game cheat codes, enter at any point in gameplay:

Invincibility

Land Down, Rand C Right, Rand C Up, Land Right, Land C Down, R and C Up, L and Right, R and Down,

Land Left, Land R and C Right.

All Guns L and R And Down, L and C Left, L and C Right, L and R and C left. L and Down, L and C Down, R and C Left, L and R and C Right, R and Up, Land Cleft

Maximum Ammunition

L and R and C Right, R and Up, R and Down, L and R and C Right, L and R and Left, R and Down, R and Up, L and R and C Right, R and Left.

Invisibility In Multiplayer

L and C Up, L and R and C Left, R and Up, L and Right, R and C Left, L and Right, L and R and C Left, L and C Right, L and Up, L and R and C

Cheat Menu Codes:

enter on the cheat menu screen:

Invincibility

R and Left, L and Down, Left, Up, Down, R and C Left, L and C Left, L and R and Left, L, and R and Right, Land Cleft.

L and R and Up, C Right, R and Left, R and Up, Up, R and Right, Up, L and R and C Down, L and R and Down, L and R and C Left.

2x Grenade Launcher

R and Down, R and Up, right, L and R and C Down, L and Right, R and Left, Left, Down, Up, R and C Down

2x Rocket Launcher

R and Right, L and up, Down, Down, R and C Down, L and Left, L and C Left, R and Up, R and Down, R and

Turbo Mode

Land Down, L and C Down, L and R and Up, R and C Down, Left R and Down, L and C Down, Up, R and Down, L and Right.

Throwing Knives R and C left, L and Left, Up, L and R and Right, Right, L and R and C Left, L and R and C Left, R and Down, R and Left, R and C Left.

Silver PP7 L and Left, L and R and Up, L and Right, L and R and up, L and R and C Left, L and R and Left, L and R and Down, C Down, L and R and Right, L and R and Left

2x Hunting knives R and C Down, L and right, R and C Left, R and Right, L and R and Right, L and R and Up, L and Down, R and Left, L and Right, L and C Left.

Infinite Ammo

L and C Left, L and R and Right, C Right, C Left, R and Left, L and C Down, L and R and Left, L and R and C Down, L and Up, C Right.

Up, Right, L and Left, R and Down, L and Up, L and C Left, L and Left, C Right, C Up, L and R and Down.

Gold PP7 L and R and Right, L and R and









Down, Land Up, Land Rand Down, C Up, R and Up, L and R and Right, L and Left, Down, L and C Down.

L and Right, L and R and C Left, L and Down, R and Left, R and Down, L and Right, C Up, Right, R and Right, L and R and Up.

All Guns

Down, Left, C Up, Right, L and Down, L and Left, L and Up, C Left, Left, C Down.

Level Select Codes

(You can only unlock these levels one at a time, therefore you cannot unlock a Bunker 2, for instance, unless you have unlocked Bunker 1 first. Also, locking a later level completes the tasks from the previous ones)

Facility

L and R and C Up, R and C Left, L and Left, R and C Up, L and Left, R and C Down, L and C Right, R and Right, L and R and C Up, L and Right.

Runway L and R and Left, R and Left, L and C Up, L and Left, R and C Up, L and Left, R and C Down, R and C Right, R and Right, L and Down, R and C Left.

Surface 1 R and C Left, L and R and C Up, L and Left, R and Up, R and Left, L and U, R and C Down, L and Right, Land C Right, Land R and Down.

Bunker 1

L and C Down, R and Right, L and C Right, R and C Left, L and C Down, L and R and Left, L and C Right, L and R and Up, R and C Right, L and Up.

L and up, R and C Down, L and LeftR and Down, L and C Left, L and R and C Right, L and C Up, R and Right, R and Right, R and C Right.

R and C Up, L and Down, R and C Right, L and Left, L and R and Up, L and R and C Down, R and C Right, R and Up, L and R and C Down, R and Up.

Surface 2

Land C Down, L and R and C Right, R and C Right, R and C Up, R and C Left, L and Right, L and R and C Up, Land C Up, Land R and Down, L and C Right.

Land Down, R and Down, L and R and C Up, L and Left, L and R and Right, L and C Left, R and Right, L and C Up, L and Left, L and C Down.

L and R and C Down, L and R and C Down, Land Right, Land R and Left, R and Left, R and C Right, L and R and Left, R and C Up, R and C Down, R and Right.

R and Left, L and R and Up, L and R and C Down, R and Left, L and R

and C Right, L and Left, L and R and Right, L and R and C Down, L and Up, R and C Down.

Streets

L and R and C Left, L and C Right, L and Up, L and R and C Down, R and C Right, R and C Down, R and Left, R and C Down, R and C Up, L and

Depot

L and Down, L and Down, R and C Down, L and C Right, L and R and Right, R and C Right, L and Down, L and C Left, L and C Right, L and Up.

R and Left, R and C Down, R and C Right, L and R and Left, L and Right, R and C Down, L and Left, L and R and C Left, L and Up, L and C Up.

Jungle

R and C Down, R and Left, L and R and Up, R and Right, R and Down, R and Down, R and Up, R and C Left, R and C Up, L and R and Left.

Control Centre

L and C Down, R and Down, L and Right, R and C right, R and C Down, R and Left, R and Left, R and C Up, R and Left, L and R and C Up.

Caverns

L and Down, R and C Down, L and R and Up, L and Right, R and C Up, R and C Left, R and Up, L and C Left, L and Up, R and C Left.

L and R and C Up, L and Left, R and Down, L and Down, L and C Up, L and Down, R and Right, R and C Up, Land Cleft, Rand Right,

Cheat Menu codes:

enter on the cheat menu screen:

Paintball Mode

Land Up, C Up, R and Right, L and R and C Left, L and Up, R and C Down, L and C Down, L and R and C Down, L and R and Up, L and C

Invisible Bond

L and R and C Left, L and R and C Down, L and C Left, R and C LeftR and Right, L and R and Left, L and Right, Left, L and R and C Left, L and

Land R and Down, R and Down, L and C Down, Left, R and C Left, L and R and C Down, Right, Down, R and C Down, R and Right.

Enemy Rockets

L and R and C Down, C Left, R and C Down, C Down, C Down, LK and R and C Down, L and R and UpC Down, R and Up, L and Up.

Invincibility
R and Left, L and Down, Left, Up,
Down, R and C Left, L and C Left, L
and R and Left, L, and R and Right, Land C Left.

L and R and Up, C Right, R and Left, R and Up, Up, R and Right, Up, L and R and C Down, L and R and

Down, L and R and C Left.

2x Granade Launcher

R and Down, R and Up, right, L and R and C Down, L and Right, R and Left, Left, Down, Up, R and C Down

2x Rocket Launcher

R and Right, L and up, Down, Down, R and C Down, L and Left, L and C Left, R and Up, R and Down, R and

Turbo Mode

Land Down, Land C Down, Land R and Up, R and C Down, Left R and Down, L and C Down, Up, R and Down, L and Right.

Throwing Knives
R and C left, L and Left, Up, L and R and Right, Right, L and R and C Left, L and R and C Left, R and Down, R and Left, R and C Left.

L and Left, L and R and Up, L and Right, L and R and up, L and R and C Left, La ndf R and Left, L and R and Down, C Down, L and R and Right, L and R and Left.

2x Hunting knives

R and C Down, L and right, R and C Left, R and Right, L and R and Right, La nd R and Up, L and Down, R and Left, L and Right, L and C Left.

Infinate Ammo

L and C Left, L and R and Right, C Right, C Left, R and Left, L and C Down, L and R and Left, L and R and C Down, L and Up, C Right.

2x RCP90

Up, Right, L and Left, R and Down, L and Up, L and C Left, L and Left, C Right, C Up, L and R and Down.

Gold PP7

Land R and Right, L and R and Down, L and Up, L and R and Down, C Up, R and Up, L and R and Right, L and Left, Down, L and C Down.

Land Right, Land R and C Left, L and Down, R and Left, R and Down, L and Right, C Up, Right, R and Right, L and R and Up.

Down, Left, C Up, Right, L and Down, L and Left, L and Up, C Left, Left, C Down.

INTERNATIONAL **SUPERSTAR SOCCER '98**

Make sure you stay on the ball in the prequel to ISS 2000,63 with these cheats.

Extra Heads!

To unlock some bizarre heads for use in the Create A Player mode complete the International Cup on difficulty level 4. These include clowns and aliens!

Extra Players When 'Press Start' comes up on the title screen quickly press Left, C Left, Right, C Right, Left, C Left, Right, C Right, Down, C Down,







CHEAT CENTRAL

Down, C Down, Up, C Up, Up, C Up, B and then A. Next hold down the Z button and press Start.

Play Dirty

When a player is tackled you can hold down all of the C Buttons to do a fake dive! Be warned though if the referee cottons on to this he will book you instead of your opponent.

Unlock Bonus Teams

When 'Press Start' comes up on the title screen quickly press Up, C Up, Up, C Up, Down, C Down, Down, C Down, Left, C Left, Right, C Right, Left, C Left, Right, C Right, B and then A. Next hold down the Z button and press Start.

MULTI RACING CHAMPIONSHIP

Guaranteed Victory

If you want to win the race every time, choose Kingroader and adjust the aerodynamics so that the maximum speed is 205kph. You'll hardly ever skid (even on snow), which will allow you to outpace even cars that should be much faster than you!

Hidden Route

The Downtown track has a hidden route which can massively reduce your time. At the top of the hill that leads to the waterfall, there is a tree. Simply drive through the tree to easy street.

MISCHIEF MAKERS

Infinite Red Rubies

Go to level 3-8 and grab the first enemy that you see. Give him a good shake and he will drop 30 rubies that you can collect. Now pause and exit the level then reenter it and repeat the process to get as many rubies as you can carry.

Extra Stages

Collect all 52 Gold Gems in the game and watch the whole ending through. Watch the credits after this and check out the surprise ending after them-once this is over, you can press R on the level select screen to get 12 more levels

MACE: THE DARK AGE

To play Two Player Practice Mode Highlight practice on the menu screen and press start simultaneously on both ontrollers. Select the desired characters, and then knock each other about for as long as you like.

Fight as Gar Gunderson. The War Mech or Ichiro

When the first game screen appears after you turn the power on appears, the analogue joystick in an anticlockwise direction from the right and you'll hear a chime. Gar Gunderson and Ichiro will appear on the character selection screen above the Executioner.

Select Start Stage

Highlight the desired fighter on the character screen and press the start button four times to compete on their home stage and then select the character you want to fight and begin.

Bonus Stage

Highlight each of the characters listed in order and press start every time, then select the character you want.

Fight as Poin The Chicken

Successfully perform Taria's execution. The begin another match and highlight Taria, hold the start button down on the selection screen and Pojo will appear. Without releasing start, press a Quick button to select Pojo. If you're in two-player select mode, they can do the same thing and it'll be Pojo against Pojo.

Fight as Grendal

Win three times in two player mode, then on the select screen for the fourth match, highlight the Executioner, hold start and Grendal appears. Don't release start, and press Quick to select

Fight As Ned the Janitor

On the character selection screen, press Start on each of the following characters in turn; Koyasha, Executioner, Lord Deimos then move along to Xios Long and press Quick to play as a janitor.

On the character selection screen, press start on each of the following characters in turn; Al-Rashid, Takeeshi, Mordos Kull, Kios Long, Namira.

Pink Slippers.

On the character selection screen, press start on each of the following characters in turn Ragnar, Dregan, Kovasha, When you choose a fighter, he or she will engage in combat wearing fuzzy pink slipper! Chop your opponents to bits with these new characters and cheats.

Different Costumes

To change the colour of your fighters costume hold down any one of the C Buttons whilst selecting the fighter and then press Evade followed by A or B.

Cheat Codes

To turn on the desired cheat position your cursor over each of the following characters on the select screen and press Start on each one:

Big Head

Ragnar, Al Rashid, Takeshi Random Opponent Hell Knight, Xiao Long, Dregan,

Tiny Players

Takeshi, Al Rashid, Rangar, Xiao Long

Speed Mode

Ichiro, Xiao Long, Koyasha

Hidden Battle Stages

To fight on a particular characters battle stage choose a character and press Start on them four times before selecting them. To play on a hidden stage position your cursor over each of the following characters on the select screen and press Start on each one:

Miniature Golf

Koyasha, Mordos Kull, Takeshi

San Francisco Rush

Xiao Long, Al Rashid, Koyasha

Hidden Characters

To play as a hidden character position your cursor over each of the following characters on the select screen and press Start on

Ned Long

Koyasha, Executioner, Lord Demios, Xiao,Long

Machu Pichu

Namira, Koyasha, Taria

MORTAL KOMBAT TRILOGY

Random characters

On the character selection screen. put the cursor over Noob Saibot and press up and Start simultaneously for a complete random selection.

Choose Battle Arena

On the character select screen, if you highlight Sonya and press Up and Start, an earthquake will occur. You will then be able to select the course.

Play as Motaro

On Jade's Desert, Wasteland or Khan's Tower, press and hold the analogue stick left and then press Left and C Up before the match begins. Your fighter should explode and Marato should replace him

Play as Shao Khan

On the rooftop or Pit 3, press down on the analogue stick and press A and B before the start of the bout. Shao Khan will appear.

Play as Khameleon

On the Star Bridge stage when the annoying gonk appears in the bottom corner of the screen and squeals "Toasty", press Down and Start before he vanishes, You'll then have the opportunity to battle as Khameleon!

Fight As Human Smoke

Choose Cyber Ninja Smoke as a character. Then hold Left + HP + HK + Run + Block before the fight screen appears or in between rounds.

Unlimited Credits

During the story screen press. Down, Down, Up, Up, Right, Right, Left, Left. A sound will confirm that the code has worked. After the next match is lost, the words 'freeplay' will appear in the remaining Kredits window.

Extra Options

During the Kombat mode select screen press Up and Start. Now new option to disable timer, blood, aggressor and combos will appear.

Bonus G alaga-Type Game

If you persevere and fight 100 two player matches consecutively, a game called the Land Of Realm will begin.

Bonus Pong Game

If you fight 50 two player games consecutively, a bonus game of Pong will start running

Bonus Space Invaders-Type Game

Press 7 when an object appears over the moon on the Pit stage of a two player match. The sound of a bell will confirm that the code has worked. The winner of that round will get to play Space Invaders

Enable Both Red and Blue? Menus

During the story screen press HK, LK, Run, LP, HP, HP, HP, LP, LP very quickly. If the code has worked, a sound will be heard. Now both menus will be available

MORTAL KOMBAT 4

Fight As Meat

Choose Group Mode and win as all 16 characters

Cheat Option

Highlight continue on the options screen and the hold Run and Block until the cheat option appears.

Fight As Goro

Select the Hidden icon on the character selection screen, Press Up, Up, Up, highlight Shinnok's icon and press Run and Block.

Fight as Noob Saibot

Select the hidden icon on the character selection screen. Press Up, Up, highlight Reiko's icon and press Run and then Block.

Alternate Costumes

Rotate the select screen pictures twice in order to access each character's second outfit. Sonva and Tanya's pictures must be rotated three times.

Kombat Modes

Input the following codes on the Two player Vs screen where the characters pictures are facing each other. There are two three digit displays at the bottom of the screen. The first three correspond to the buttons on controller one, the second to the buttons on controller two. The number indicate how many times you must press Low Punch, Block and Low kick respectively: 001 001

002 002 010 010

Unlimited Run Weapon Kombat Disable maximum damage Noob Saibot

012 012 020 020 050 050

Red Rain Explosive Kombat Throwing Disabled

Maximum damage and disabled throws 110 110 111 111 Free weapon 123 123 222 222 No Power Random weapons

Big head mode Random kombat 321 321 333 333 Armed & dangerous 444 444 555 555 666 666 Many weapons Silent kombat

MICRO MACHINES 64

All codes are entered by pausing the game and inputting the code before racing as normal, A beep will confirm the cheat. Re-enter cheat to turn it off.

Behind Car View Left, Right, C Left, C Right, Left, Right, C Left, C Right

Big Bounces

C Left, Right, Right, Down, Up, Down, Left, Down, Down

Double Speed

C Left, C Down, C Right, C Left, C Up, C Down, C Down, C, Down, C

Slow CPU cars

C Right, C Up, C Left, C Down, C Right, C Up, C Left, C Down

Transform Car

Down, Down, Up, up, Right, Right, Left, Left

Debug Mode

C Left, Up, Down, Down, C Left. C Right, C Right, C Up, C Down Once you've entered this code, press one of the following combinations to get the right response. A beep will confirm this. Hold 7 and press C Down- Quit race and win (doesn't work in time trial). Hold Z and press Up, Down, Left and Right- Change camera angle. Hold Z and press L or R- Change camera zoom Hold Z and press C Left- Turn player into computer drone.

MISSION: IMPOSSIBLE

After these codes have been accepted you will here the words "Ah, that's better." (all entered on mission select

Silenced Weapon C Up, L, C Right, C Left, C Down

Infinite Ammo C Up, Z, C Left, Z, C Left

Invulnerability

R, Z, C Down, R, R

Rocket Launcher C Up, L, C Left, C Right, C Down

Turbo Mode

C Up, Z, C Up, Z, C Up

Kid Mode C Down, C Up, R, C Left, Z

9MM Pistol R, L, C Down, C Up, C Down

Big Head Mode

C Down, R, C Up, R, C Left









MARIO PARTY

Easy Money and Stars

To keep all the money and stars collected by any computer opponents on boards beyond the warp pipe, simply pause the game and enter the options screen. Now change all the computer players to human opponents - you must have enough controllers plugged in - on the final turn of the board, when the scores are added up, you'll receive all their winning as well as your own.

Bumper Ball Maze 1

Beat Toad in the final "Slot Car derby 2' on mini game island.You can play Bumper Ball Maze 1 in the mini game house.

Bumper Ball Maze 2

Clear all 50 mini games on mini island to access Maze 2.

Bumper Ball Maze 3 Set a new record on both Bumper Ball Maze 1 and 2 to open the third

BOWSER'S MAGMA Mountain Stage

Successfully complete the first six stages and collect 1000 coins and you can buy the key to Magma Mountain from the shop.

Eternal Star Stage

Get 100 stars on the Magma Mountain stage and a special event will appear followed by the Eternal Star stage.

Special Items In shop Complete the Eternal Star stage and after the end sequence will appear special items will be available in the shops.

MARIO GOLF

Left Handed Golfer

To change your character to a left handed player, Hold down the L button as you select them on the character select screen.

Change Character Costumes

Press any of the C buttons when choosing your character and you'll get some new gear.

Koopa Park Golf Course

To access this course enter QTM5MV4H on the password entry screen.

Secret Characters

Complete the following criteria to open each of these secret characters:

Luigi

Beat him with any character in computer Vs mode.

Yoshi

Beat him with any character once you've got Luigi.

Beat him with any character once you've got Yoshi.

Wario

Beat him with any character once you've got Sunny

Beat him with any character once you've got Wario.

Mario

Beat him with any character once you've got Harry.

Mable

Get 50 coins in tournament mode.

Donkey Kong Get 30 stars in Ring Shot Mode.

Bowser Beat him with any character once

you've got Mario. Tee off and make sure you get the perfect score with these handy cheats.

Cheat Menu

To gain access to the cheat menu highlight the 'Clubhouse' option on the main menu and hold Z and R and then press A. Now enter the following codes to open up the desired courses:

oEQ561G2 Camp Hyrule Cup 1

5VW68906 Camp Hyrule Cup 2 KPXWN9N3

Nintendo Power Tournament FJQ49LJA

Nintendo Power Summer Scramble **Faster Animation**

To speed up the time it takes to play a game try holding down the 7 button. This makes the ball ten times faster and cuts down on the time it takes to play a game.

Hole Replay

If you make a mistake mid-hole simply save the game and exit. Then when you restart the game you restart the hole from scratch.

Distract Other Players

To shout praise and insults at your opponents push the D Pad in any direction. Each direction with each of the characters triggers a different sound.

Hidden Course

To play on the hidden Mario Star course you need to get 2200 points after unlocking all of the other courses.

Hidden Characters

To play as any of these hidden characters simply complete the required tasks:

Metal Mario

Get 108 birdie badges in tournament mode Sonny

Beat him in 'Get Character' mode Maple Get 50 birdie badges in

tournament mode

NHL BREAKAWAY '98

Cheat Menu

Go to the main menu and press C Left, C Right, C Left, C Right, R, R. **Player Inspection**

On the player creation screen, you can view your player by pressing C Up, C Down, C Left, C Right. Remove Opposing Goalie
Press start during play select game options menu which is followed by the game settings menu. Select the controller set up option and move your controller across so that you re controlling the other team. Select the pull goalie option and move your controller set up again to switch

NUCLEAR STRIKE

back and resume the game.

If the guide isn't enough to help you save the world, you could always try cheating instead!

Cheat Codes

Enter any or all of the passwords to beef up your chances: PCPNL.

Increased armour

CPPLM

Invincibility

OFF ROAD CHALLENGE

Four extra trucks

(All cheats are accessed on vehicle selection screen)

Punisher Truck Tap C Down

4x4 Monster Truck Tap C Up

Thunderbolt Truck Tap C Left

Crusher Truck Tap C Right

El Caion Track

to play this stage go to the level select menu and press both the L and R buttons together and hold Up on the control pad. A drill sound will confirm if the cheat has worked. Then highlight the El Paso stage and hold the Z button and press A.

Flagstaff Track

Go to the level selection screen, hold L then press right on the D-pad. A drill sound will confirm the cheat. Highlight MOJAVE and hold down the Z and press A.

Guatalupe Track

Go to the level selection screen press the R button and hold Down on the control pad. A drill sound will confirm the cheat. Then highlight the VEGAS stage hold down 7 and press A

Quick Start

To get a boost at the start of the race hit the gas as the announcer says "Go!"

OGRE BATTLE 64

Music test

Start a new game and enter the casesensitive name MUSIC_ON.

Delete saved game files

Start a new game and enter the case sensitive name DEL_DATA.







PERFECT DARK!

Get every single gold medal on the firing range at the Carrington Institute to unlock eight classic Goldeneye-style weapons. Including the PP9, KLO1313 & RC-P90.

POKÉMON PUZZLE LEAGUE

Badges

To collect the following badges you must defeat the following characters:

Brock **Boulder Badge**

Misty Cascade Badge Lt. Surge Thunder Badge

Koga Sould Badge

Frika

Rainbow Badge Sabrina

Marsh Badge

Blaine Volcano Badge

Giovanni

Earth Badge Medals

Defeat these characters to collect the Elite medals. Ritchie Lorelei

Very Hard (V-Hard) Difficulty

Setting Select the game as normal and then in the first game setting screen hold Z and tap L, L, A and B

S-Hard Difficulty Setting To make things a little more

interesting for you simply hold Z and press R, L, A, B on the difficulty setting screen to make things Super Hard! Alternatively, if you want to play properly complete the Spa Service game to achieve V-Hard. Complete V-Hard to open up the S-Hard setting and if this is completed then you will gain access to the Mewtwo levels!

Mewtwo

If all that seems like a waste of your time (lazy lot) then on the Trainer Selection Screen hold Z and press B, Up, L, B, A, Start, A, Up, R. The level should then start.

Speed Marathon

On the title screen hold Z and press B, A, L, L and go on to the Marathon where you can push the speed right up to 99!

Unlock All Trainers

Firstly, you might need a bit of help to get this one done, but on the Trainer Selection screen simultaneously hold L and R and 7 on both controllers and all those

trainers marked by a? will be revealed.

ligglypuff

To make this little fella sing, simply execute a chain or a combo, the bigger the effort the longer it'll sing

Trainers and Their Pokemon!

Ash Pikachu

Sauirtle Bulbasau

Gary

Nidoran Growlithe Krabby

Brock

Geodude Vulpix

Misty Horsea

PsyDuck

Lt. Surge

Raichu Jolteon Magneton

Erika

Tangelo Weepinbell Gloom

Koga

Venomoth Voltorb Golbat

Sabrina

Abro Hypno Alakazam

Team Rocket

Weezing Golbat

Giovanni

Persian Sandslash **Nidoking**

Sparky (Pikachu) Zippo (Charmander) Happy (Butterfree)

Cloyster Poliwhirl Dewgong

Bruno Onix

Hitmonchan Primeape

Marill Venomat Scyther

Blaine

Arcanine Charmeleon Magamar

PUYO PUYO SUN 64

Elephant Mode

Highlight elephant and hold down start for three seconds on the character select screen.

Play As Satan

Highlight Shezo and hold Start for three seconds.

Random Character Selection

On the character selection screen highlight Rulue and hold Start for three for seconds.

Play as Carbuncle

On the character select screen highlight Arle and hold Start for three seconds.

Select Opponent's Character

On the select screen in two player mode, highlight Doraco and hold Start for three seconds. This one and two player selectors will now switch.

QUAKE

Debug Mode

This cheat gives you access to level warp, weapons and God mode. On the password screen

QQQQ QQQQ QQQQ. You will receive a message saying "invalid password". Now return to the menu and you will have special access to the debug menu at the top of the screen.

QUAKE 2

ONE PLAYER PASSWORDS Central Complex 6IBB NVIB BSBR XBF5 Intelligence Centre 1KLS ?VDH B8BT FLXM **Communication Centre** ZKLT QN7G 90B? YCH6 **Orbital Defence** VK3K 1MBG T8B7 DCBK Docking station WK3C CW3B 99BB XBGH Strogg Fighter
TK7F BDGT FCIP YF6G Cargo Bay ST6T 7MXR 9V10 JVR9 Zaxite Mines R?8R DPDL 6HJX 9VG6 Storage Facility Q8?H GNVC PF1L ?BPC Organic Storage P64Y Q6RS T71K ?LW8 Processing Centre N4R3 7T82 VWQW ZG?V Geothermal Station MGO4 9QMG Y40V LQKY Detention Centre L689 GR4B 70VB JMGM Research Lab K6?Y X766 T6ZK 994R Bio Waste Treatment J6?4 7SLM YR72 QDSB Access conduits H6?W 39XL P4Z1 7XBC Decent to the core G46V MOZ2 V6FK NK9W Comman Core F46V RQZ2 VYSH SK7N Secret Level: Twist FBBC VBBB FBBC VBF7

MULTILEVEL PASSWORDS

Change Level Colours S3TC ooLC oLoR S??? Infinite Ammunition S3TL NF1N 1T3S HOTS

Low Gravity S3TL oWRG V1TY

RAKUGA KIDS

Alternate costume

Press punch or kick buttons to choose your fighter and different costumes on the character selection screen.

Fight As Inoz

Hold L when selecting Mamezo on the character select screen after accumulating more than a total of two hours gameplay.

Fight As Darkness

Accumulate a totla of more than five hours gameplay.

RAINBOW SIX

Recruit Passwords

Level 2	12D1S2Q22MQQ
Level 3	BJDBC3Q22WQQ
Level 4	BZDBSMQZZ!QQ
Level 5	CJTCCQQ2FGSQ
Level 6	K2TK65Q2F4SQ
Level 7	T2TT68QGF!WQ
Level 8	5JR5L1QGGGSQ

Level 9 52T572Q4G4SQ Level 10 **VIVVLIOGGWSO** Level 12 VZRFTMO2G8SO

VETERAN PASSWORDS

Level 2	1ZL1S2RF2MQQ
Level 3	BJJBC3RF25QQ
Level 4	BZJBSMRF28RQ
Level 5	CZBCS5RFFMRQ
Level 6	DJBDCYRFF5RQ
Level 8	LZBDS8R2F8RQ
Level 9	MJB2D1R2D2RQ
Level 10	2ZB2T2R2GMQQ
Level 11	FJJFD3R2G5RQ
Level 12	FZJFTMR2G8RQ

RE-VOLT

Make sure your batteries never run out with this batch of cheats.

Unlock All Tracks

To unlock all of the tracks either finish the game's time trial mode or simply enter your name as CARNIVAL.

Unlock Hidden Cars

To unlock additional cars you can complete each circuit in first place or - far more easily - enter B, A, Z, Z, B, L, A, C Up on the title screen.

ROBOTRON 64

All codes to be entered on game set up menu screen

Following passwords start game with 110 lives Easy Level:

BSBBBBTIBB

Normal Level:

BCBBLBTIBB

Insane Level:

BERRECTIBE

Level select

Down, Up, C Left, Down, C Left, C Right, Down, C Right

Speed UpDuring the game: Left, Left, Right, Right, C Up

Shield

During the game: Down, Left, C Left, C Right

Flame Thrower

During the game: Down, Right, Down, Right, C Right

During the game: Up, Down, C Right, C Left

Four Way Fire

During the game: Down, Down Up, C Right

Three Way Fire

During the game: Right, Right, C Left, C Down

50 Lives

Up, Up, Down, Down, left, Right, Left, Right, C Left, C Right, C Left, C Right

Game Boy Mode

Up, Down, Right, C Left, Down, Up, Left, C Right, Up, Down

Two way Fire

During the Game: Up, C Up, Up, C Up

ACCESS FINAL LEVEL

Enter BJTCNGLFCR as a password to get the end.

LEVEL PASSWORDS

90:	CSSRQQHLRH
98:	DGQDQQLLHJ
99:	DNKFQGLLJJ
100:	DDJGQGJLLJ
101:	DLRHQQDLMJ
102:	DBBJQLDLNS
103:	DMNJQGFLPS
104:	DNTJQLCLQJ

READY 2 RUMBLE BOXING

Unlock classes and boxers

Enter these codes in the championship mode to unlock the relevant class boxers

DGBKQLCLQJ

BRONZE Bronze class

105:

SILVER

Silver class GOLD Gold Class

Championship Class/All boxers

Cheap Nutrition

When bulking up your boxer in the training mode, highlight rumble aerobics then quickly press left









followed by followed by the A button. If done correctly you'll get the expensive Mass Nutrition for just \$500!

Rumble Flurry
During the fight power up your rumble meter by landing solid punches and then hit A and B together to enter rumble mode Now tap C Right and C Down at the same time to do a mad flurry of

ROAD RASH 64

Alternate Colours

Press up or down at the bike selection screen to change rider and bike colours.

Play As Cop

At the main menu screen, press Z, C Left, C Down, C Left, Z, L, R, C Down to unlock the cop.

Faster Bikes

At the main menu screen, press C Up, C Left, C Left, C Right, L, R, C Down, Z to unlock the two fastest

Female Biker

At the main menu screen, press C Right, C Left, Z, L, R and C Up to unlock the female biker.

Harder Races

On the main menu screen, press C Up, C Left, C Left, C Right, L, R,

RUSH 2: EXTREME RACING USA

Cheat Menu

Hold Down C Up, C Down, C Left, C Right, L, R and Z buttons at the same time while on the set up screen to access the cheat menu.

Resurrect in place

Hold down Z + C Left and press C Right. Release them and hold down Z + C Right and press C Left.

Levitation

Hold down L, R and Z and tap all the C buttons four times.

Tyre Scaling Hold down Z and C Left and press C Right. Release them and hold down Z and C Right and press C

Auto Abort

C Up, C Up, C Up, C Up

Invisible Tracks

Hold down L, R and Z and tap all the C buttons seven times.

Invisible Car

Hold down L, R and Z and tap all the C buttons eight times.

Fog Colour

Hold down L, R and Z and tap all the C buttons three times.

Frame Scale

Hold down Z and C Down and press C Up. Release them and hold Z and C Up and press C Down.

Massive Mass

Hold down L and R and press C Up, C down, C Left and C Right

Killer Rats

Hold down L and R and press Z four times

Suicide Mode Hold down L, R and Z and tap all the C buttons four times.

Super Tires

Hold down L, R and Z and tap all the C buttons six times.

Hold down L, R and Z and tap all the C buttons five times.

Limousine

Press Up, Down, Left, Right, Z, Z, C Up and C down on the car selection screen.

Taxi

Pick up six of the golden keys on any track and the taxi is yours.

Formula One Collecting nine keys on any tracks

get you a very fast new car!

Collect all 12 keys from any track.

Rocket car and Midway track

Complete the whole circuit mode and get a final position of first place overall to unlock the rocket car and a hidden track based on the inside of Midway's own development studio

Mountain Dew Dragster Find all four Mountain Dew cans

on any level.

New York Cabs

R, L, Z, C Up, C Down, C Up Switch control directions Move the cursor over to the mirror selection while on the the track select screen. Hold down C Left, C Right, C Up, C Down and then push Left or Right whilst holding down the C Buttons in order to access the extreme option.

In the cheat menu

Line up the cursor with the cheat that you want to access then press the following codes:

Burning wreak

Hold Up and Press Z four times.

Cone Mines

Hold Z and press L and R four times.

RAMPAGE

Hidden Character

In the Scum Lab facility, eat the toxic waste barrels. Your character will now be transformed into Vern for the remainder of that level. He can fly and is able to shoot a fireball by pressing C Down.

Tank/UFO rides

Hitch a ride on tanks or UFO's by jumping onto them. They will stop shooting at you and you'll be able to control the direction in which

they move. it won't last wrong however! Each character has an allergy. When you eat an item that you are allergic to they will sneeze and blow down the building you are climbing.

Cats Ralph

Lizzie Birds George Dogs

HIDDEN CITIES On the next city screen tap the following buttons

Ralph Kick

Lizzie Punch George lump

RAMPAGE 2: UNIVERSAL TOUR

Passcodes

Opens all characters NoT₃T

BVGGY Opens cheat menu in

options

B₁G₄L Play as mystery alien

Play as George SM14N

S₄VRS Play as Lizzy

LVPVS Play as Ralph

Play as Nubus SRY₃D

RESIDENT EVIL 2

Cheat Codes

Enter these codes on the Load Game screen. You" be returned to the main menu if the code is done correctly.

Invincibility

Down x4, Left x4, L, R x2, L, C Up, C Down.

Infinite Ammunition

Up x4, Right x4, L, R, L, R, C Right,

RUGRATS TREASURE HUNT

Secret level

Hold down L and R on the title screen, press A to bring up the password screen. Enter Z, A, R, L enter a secret level.

SAN FRANSICO **RUSH 2049**

Cheat Menu

Go to main menu and highlight the options selection. Before you select in hold L and R and Z and C Up and C Right and a cheats selection will appear at the bottom of the page. Once in the Cheats Menu you can access ALL PARTS by holding L and R and press Z. Release these buttons and press C Down, C Up, C Left and C Right and then L and R and Z. Invincibility can be used when you press C Right, L, R, R, L and then hold down C Left and C Down and press Z!







T CENTRAL

In

Intermediate 5

Extreme 4

Extreme 5

Extreme 6

Extreme 7

Extreme 8

Extreme 9

Extreme 10

Extreme 13

Extreme 18

CHEAT
Extra Tracks Intermediate Circuit (Also Mission Track) can be found when you come in in the top 3 positions on the Beginners Circuit. Extreme Circuit (Also Presidio Track) can be unlocked when you come in in the top 3 positions on the Intermediate Circuit. Advanced Circuit (Also Gauntlet Track) can be unlocked if you come in in the top 3 positions on the Extreme Circuit.
Disco Track Get 100, 000 points in stunt mode
Oasis Track Get 250, 000 points in stunt mode
Warehouse Track Get 500, 000 points in stunt mode
Obstacle Course Get 1, 000, 000 points in stunt mode
Battle Arenas
Downtown Get 100 kills in battle mode Plaza Get 250 kills
Roadkill Get 500 kills
Factory Get 1000 kills
Extra Cars Venom Car. Collect all silver coins in stunt mode

Extra Cars Venom Car
Collect all silver coins in stunt mode
Crusher Car
Collect 16 gold coins
Euro LX Car
Collect 24 gold coins
GX-2 Car
Collect half of the gold coins in race mode
Mini XS Car

Collect 36 gold coins

Panther Car

both race and stunt mode.
Turbo Start
For race mode with default control
settings Hold L before the countdown.
Release L and hold R when the
countdown reaches 3. Release R and
hold L when it gets to 2. Release L and
hold R when the countdown hits 1. If
done right, you car should get off to a
flying start!
Circuit / Race Password

Collect all gold and silver coins in

Circuit / Race	Password
Beginner 4	WX17QQ6FDC
	XBDWCLCTYC
Beginner 5	BYI7QQBHWC
	YBFLD@CJFD
Beginner 6	WYI7QQLJ8C
	WJWDGD6%C

	BMLFLD@MD
Beginner 8	WII7QQ6LLD XNWFWDQ2D

Beginner 7

Magazine Issue 48 2000

BII7QQWK%C	Extreme 19
BMLFLD@MD	
WII7QQ6LLD	Extreme 20
XNWFWDQ2D	

XB@#T3LCGB Intermediate 2 FWB6C2B42C

termediate 3	C@#T36WDLB
	LBCWFBCQ3C

Intermediate 4 XC@#T36FNB VBD6GOC%2C

CD@#T3BHQB

WJWL@DYMD

YBFBILDW9C Intermediate 6 XD@#T3LITB

BG6K2DWQD F@#T3WKWB Intermediate 7

Intermediate 8 XF@#T36L2B HCK6MLF6LD

Intermediate 9 CG@#t3BN4B XLWP@FW#D

Intermediate 10 XG@#T3LP6B MCPLRLGQVD

Extreme a WBBBWMCDB KWDWBOBN2B Extreme 3 **EXBRBBYDIB** TBH6B6BTFC

> IXBBBB8FLB IWLLCGCBDC

FYBBBBDHOB 8BMBD6CGIC

IYBBBBNJTB WQ6DBD4WC

FIBBBWYKWB CCWBGODYFC IIBBBW8L4B

> JXILG2DNVC F2BBBWDN6B MC56GLFQXC

I2BBBWNP@B X8BH@FWDD

F3BBBWYQBC Extreme 11 RC%LJLGJFD Extreme 12

I3BBBW8RDC XCXKWGLDD F4BBBWDVIC

5CD7L@GTCD

4BBBWNWNC Extreme 14 XHXMBHG#C

F5BBBWYXYC Extreme 15 ?CM7M2HLTD

I5BBBW8YYC Extreme 16 **GYMXNWJBFD**

F6BBBWD24C Extreme 17 HDRMPGK63C

> I6BBBWN3@C NYW7PLKYWC

> > F7BBBWY4BD VDYCQGLNGC I7BBBW85ID

> > > XY3MQ6LN3C

SHADOWGATE 64

Finish the third tower trial easily. When you reach the inner chamber in the second tower, collect the blue ring and the red ring. Upon reaching the third tower when all the controls are reversed, wear the blue ring to revert to normal and walk through the maze as if it was a normal area.

SCARS

SDSSRT

	AND DESCRIPTION OF THE PARTY OF
Enter these	codes on the option
menu	
LGSSSX	Crystal cup

CRKKYY Diamond cup

DZPKKK Zenith cup PXPRTS Master mode,

compete with all hidden cars

Scorpion car

TRTTLL Cobra car NRNNRR Cheetah car

YMSTTR Panther car WLLVDD All codes

On player select screen do the following to open everything up. Left, Up, Right, Down, Z, R, Down, Left, Up, Right

STARCRAFT 64

Some brand new cheats to help keep your head above the stars may the force be with you.

Cheat Menu

To access all of the cheats from the cheat menu off the options screen you first need to complete set tasks within the game: All research

1080° SNOWBOARDING

Dragon Cave

Select Match Race and finish all courses in hard mode.

Penguin Snowboard

Perform all 24 tricks in training mode then highlight the Tahoe 151 board on the snowboard selection screen, hold C Down and press A.

Transparent Boarder

Complete Expert mode, then select Akari Hayami hold C Left and press A on her statistics screen.

Gold Boarder

enable the Transparent Boarder and finish Expert mode, then select Kensuke Kimachi, hold C Up and press A on his statistics screen.

Come first in all time attack and trick attack modes. Select Rob,

hold C Right and press A on his statistics screen.

Deadly Fall

Select deathmatch, and finish all courses in expert mode.

SUPERCROSS 2000

Freestyle Trick List

Hold down C Down in mid air and move the analogue stick in the following directions to pull off the required stunt. All 17 tricks in a round will get you 1000pts!

No hander Up

No Footer Down

Nac Nac Left

Pancake Whip Right

Rear fender grab Up. Down

Vertical fender grab Down, Up

Slide heel click Right, Left

Banzai Left, Right

Superman Left, Down, Right

Bar Hop Up, Left, Up

Saran wrap Up, Right, Down

Cliffhanger Right, Down, Left

Heel click Down, Left, Up

Nothing Right, Up, Left

Cordove Left, Up, Right

Can Can Down, Right, Up

Superman fender grab Up, Left, Down

No riders

when selecting an event tap the C up button to bring up a code screen and enter NOR1D3RS to make everyone invisible

Sheep racing

Bring up a code entry box again and then enter MUTTON as a code to race with sheep.

SUPER SMASH **BROTHERS**

Change costumes

Press any of the C Buttons whilst your on the character selection

Play in the Mushroom Kingdom Complete the game with all eight characters

Play as Captain Falcon

Complete the game in less than 20 minutes and then beat the captain in the one on one battle that

Play as Luigi

Complete all of the bonus levels with all the characters then beat Luigi in the battle that follows.

Play as Jigglypuff

Complete the game as any character and then beat Jigglypuff in the battle that follows.

Play as Ness

Complete the game with three lives on the normal setting without continuing and then beat Ness in the battle that follows.

SOUTH PAR	K
FUNCTION All cheats	CODE BOBBYBIRD
LEVEL SELECT	THEEARTHMOVED
Invincibility	ASSMAN
All weapons	FATKNACKER
Unlimited ammo	FATTERKNACKER
Skinny mode	VEGGIEHEAVEN

Big head mode MEGANOGGIN

Pen & ink mode PLANEARIUM

View credits **SCREWYOUGUYS** All characters OMGTKKYB

Officer Barbrady ELVISLIVES

CHEATINGISBAD Mr Mackey Philip PHAERT Terrence RAFT

Mr Garrison DOROTHYSFRIEND Chef LOVEMACHINE

Wendy CHECKATACO

FISHNCHIPS Pin Ike KICKME

ALLWOMAN Mrs Cartman

Mephisto GOODSCIENCE

STARINGFROG Jimbo Ned HAWKING

Big gay ALOUTRAGE MAJESTIC Alien

Starvin Marvin SLAPUPMEAL











SOUTH PARK RALLY

Hidden Characters Complete these tasks

Mr Garrison Finish Rally Days 2 race

Mr Mackey Finish Spring Cleaning race

Big Gay Al Finish Pink Lemonade race

Mephesto Finish 4th July race

Grandpa Finish Halloween race

lesus Finish Christmas race

Satan Finish New Years Day race

Finish 4th July race with Kyle

Finish Halloween race with Kenny

Visitor Collect two pot pies in Memorial Day race

Collect the item on the plane wing in the Memorial Day race

Terrence/Phillip Collect 4 Gold Cows on the Christmas Day Race

STAR WARS RACER

To enter the following codes, select a position marked 'empty' in tournament mode. When you reach the name entry screen, hold down Z and enter the letters of the code by using the L button to select each letter. Finally, select End and press Lagain before entering you name as normal. Enter all codes on the name entry screen.

Dual Control
Enter RRDUAL to race using two controllers. To do this, plug your controllers into ports 1 and 3 and use them to control the two separate engines.

Mirror Mode
RRTHEBEAST then enter the cheat menu to turn on the mirror option.

Debug Menu RRDEBUG to access the debug

ontion.

Invincibility RRJABBA. Begin the game and when you reach the track, press Start to pause and press Left, Down, Right and Up on the D-pad to bring up the cheat menu. You now make yourself invincible to crashes only.

Play as Cy Yunga RRCYYUN

As the amber light and the number one are about to disappear, the accelerator for a boost

Have Six Pit Droids RRPITDROID. Visit Watto' shop and press Up, Down, Left, Right, Right,

Play as Jinn Reeso RRJINNRE

Taunt Your Opponent Hold Z as you press A to start the

Open All Cheats

Go to an empty spot in the tournament mode and open the debug menu. Using the sam method of holding Z and pressing L to select the letters, enter the

RRTANGENTABACUS before selecting End with the L button Start any race, pause the game and press Up, Left, Down, Right o the D-pad to access the cheat menu. All cheats are then open, including the edit pod stats menu allowing you to change your pod without buying parts.

STAR WARS **ROGUE SQUADRON**

Fly the Tie Interceptor Enter the password to pilot the Millennium Falcon and put in TIEDUP as another password, Go to the ship selection screen and highlight the Millennium Falcon and press up on the analogue stick.

Beggar's Canyon Level

Get a bronze medal or higher on all sixteen missions to pilot a T-16 Skyhopper through the Beggar's Canyon on Tatooine.

Death Star Trench

Get a silver medal or higher on all sixteen missions for the opportunity to fly down the Death Star trench

Battle Of Hoth

Earn a Gold medal on all sixteen missions to pilot a snowspeeder in the battle of Hoth.

PASSWORDS Infinite lives

View Credits CREDITS

Alternate Radar RADAR

Control AT-ST CHICKEN

More A-Wings

View Movies

DIRECTOR Millennium Falcon FARMBOY

Music Test MAESTRO

All power ups TOUGHGUY

Open all levels DEADDACK

Bearded man on screen HARDROCK

Change V-Wing into Flying Cadillac KOELSCH

SHADOWS OF THE EMPIRE

For these cheats to work the game has to be on medium level. start a new save slot on your controller pak and call it '_Wampa_Stompa' (each '_' represents a space). The name must be written correctly, including case, with one space before Wampa and two spaces between Wampa and Stompa. When you start the game, pause it, go to the options menu and set the controller type to traditional.

View end sequence End your name as _Credits

Plat as Wampa

On the "Escape from Echo Base' Level, repeat the above code and press C Right until the Wampa appears. As with the AT-ST, the Dpad is used to control the new character, push Down to give him Hamill type scars.

Play as AT-AT

In the second round of the Hoth Battle, when the scout walkers appear press Left on the D-pad and C Right simultaneously, then push Up. The C Right button will then let you change camera views until you see the AT-AS. Use the Dpad to attack.

Play as Stormtrooper

Repeat the code to access the wampa, but keep pushing C Right until the Stormtrooper eventually

Play as the Tie Fighter

This requires you to collect all the challenge points on the medium skill level. Once you reach the Skyhook battle, hold C Right for five seconds to turn the Outrider into an X Wing. If you hold C Right for another five seconds, you will now be flying a Tie Fighter.

Cheats Menu

This code grants you access to a multitude of menu options.

1. As usual use a game with the player's name as _Wampa_Stompa

2. Begin playing on any of the levels and then pause the game.







- Hold down all the C buttons, Z, L. R and the D-pad Left
- 4. Still holding these buttons, move the analogue halfway round to the left and hold it until you here a sound.
- . Release the buttons, press them again and move the analogue stick halfway round to the right until you hear the sound again.
- 6. Repeat stages 3 to 5 twice more each. Pink text should appear at the top of the screen. Use L and R to change the options, some of them can be changed by pushing the control stick up and down. Press A to activate them.

SNOWBOARD KIDS

All characters, boards and courses

From the start screen enter the analogue stick Up, D-pad Down, D-pad Up, C Down Up, L, R, Z, D-pad left, C Right, analogue stick Up, B, D-pad Right, C Left.

Turbo Start

Tap A repeatedly when ready appears at the start.

Quicksand Valley Get gold on courses 1 to 6.

Ninia Land Get gold on silver mountain

Play as Ninja Get gold on Ninja land

Silver Mountain Get gold on Quicksand Valley

STAR SOLDIER

Extra options

Complete the game on the regular setting and you will get access to a level select and an option preview enemy ships.

SPACE STATION: SILICON VALLEY

Alternate Introduction Sequence Hold A or B and power on the N64 to view two different introduction sequences after the DMV man appears.

Asteroid Bonus Level Press Down, Up, Z, L, Down, Left, Z, Down whilst at your level

Gold Evo Collect all 390 metal orbs to turn

Evo gold on the last level.

World Codes Enter these codes on the level select select screen to open the

desired world.

Magazine Issue 48

Euro Eden

Up, Down, L, Z, Down, Up, Z, Down

Arctic Kingdom Up, Down, Z, L, Down, C Right, Z,

Jungle Safari

Up, Down, L, Z, Down, C Left, Z,

Desert adventure

Up, Down, L, Z, Down, Left, Z, Down

Control Room

Up, Down, L, Z, Down, Right, Z,

SUPERMAN

Level Select

Complete the first level and save the game before quitting. Go to load game and when it asks you to put in the rumble pack, hold L and B for a few seconds then press A whilst still holding the buttons. If you've done it correctly, a level select screen will appear.

Become a Car

Enter Practice mode and pick up the car near the start. Fly through all the rings around the LexCorp building and you'll end up in the car, meaning you can drive it around the city!

TARZAN

Level Select

To access all levels press, Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down on the main menu screen. At the very bottom of the selections screen a cheat menu will appear.

THE WORLD IS **NOT ENOUGH**

EXTRA MODES Golden Gun Mode

To access this new multiplayer game where you must collect the three parts of the golden gun and then kill your enemy, simply beat the actual game on "oo Agent" difficulty.

To unlock the Wildfire Mode finish the City Of Walkways 2 level on "Agent" difficulty in under 3:40.

FIRE EXTINGUISHER TRICK

Here's a cunning little trick for those of you who wish to create as much damage as possible without firing off any more bullets than necessary. On the first level, Courier, you'll notice that there are fire extinguishers on the walls. If you shoot one it sprays its contents everywhere and this helps in getting rid off any enemies! If you shoot it with a high-powered gun the extinguisher actually explodest

EXTRA MULTIPLAYER LEVELS

If you want to access these extra multiplayer games/areas then simply complete the following levels as instructed:

Air Raid Level: Complete the Masquerade level on "Agent difficulty" in under 3:15.

Castle Level: Complete the Subway level on "Agent" difficulty in under 2:15secs.

Sky Rail Level: Complete the Cold Reception level on "Secret Agent' difficulty in under 3:15.

Team King Of The Hill Level: Complete the King's Ransom level on "Agent" difficulty in under 2:20.

SECRET SKINS

If you want more than just your usual character skins to play with then try these handy hints:

Classic Skins: Complete the game under the "Secret Agent" difficulty setting to unlock Tuxedo Bond, Baron Samedi, Oddiob, and laws

Contemporary Skins: Complete the game under the "Agent" difficulty setting to unlock Alec Trevlyan, Wai Lin, Max Zorin, May Day, and Christmas Iones.

Suit Skins: Complete the Curiour level on "Secret Agent" difficulty in under 2:00.

Civilian Skins: Complete the City Of Walkways 1 level on "Agent" difficulty in under 3:35.

Covert Skins: Complete the City Of Walkways level on "Secret Agent" difficulty in under 3:45.

Soldier Skins: Complete the Midnight Departure level on "Agent" difficulty in under 3:05.

Scientist Skins: Complete the Masquerade level on "oo Agent" difficulty in under 4:20.

TOY STORY 2

At the options screen, press Up four times, Down twice, Up twice and Down three times on the Dpad to unlock the level select option. A weird sheep noise will confirm the cheat.

TOP GEAR RALLY

Enter these cheat quickly when the Kemco screen appears after switching/or resetting the machine

Acid mode

During Play, push C Down, Z, B, Up, Up, Right.

All Tracks

When the Kemco logo appears quickly press A, Left, Left, Right, Down Z

Access all Cars

Enter the code and then go to Arcade mode to see the cars. A Left. Left, C Down, A, Right, Z

Alternate Credits

On the options screen, select the credits icon and press Left, C Down, Right, Down, Z.

Helmet Car

Up, Up, Z, B, A, Left, Left on Arcade

Mirror course

Mirror course are selectable after completing all the seasons and accumulating a certain number of points in championship mode.

Mirror Cars

Complete all six seasons of the fifth year and press C Down on the car select screen to give your car a chrome paint job.

View Strip Mine

Go to the credits icon on the options menu and press Left, C Down, Right, Down and Z.

Strip Mine Course

Finish season six in first place in all races.

Change Car colours

Hold down L. R and all four C buttons on the car select screen, then move the D-pad up or down. Once you've done that you can change the car colours by holding the L and R buttons and up or down on the D-pad, then pressing any of the C buttons.

Bonus Cars

Complete the following seasons to access displayed cars:

SEASON & CAR

Type CE (Toyota Celica) & Type IP (Isuzu P)

Type M3 (BMW M3) & Type SP (Toyota Supra)

Type NS (Nissan Skyline) & Type RS (Ford RS 200)

Type Ps (Porsche 959)

TOP GEAR OVERDRIVE

Bonus Cars

Complete all six of the racing seasons to unlock three hidden cars: Weenie With Pickle, Nintendo car, Moving Nintendo Logo on wheels.

Mirror Milk Truck and Helmet Car

Cheat Codes

Enter these codes by going to the main menu and pressing the 7 button while lining up the cursor with the relevant (where

championship is one and credits is four). Example: open the Alternate credits by lining up the cursor with Set up, Set up, championship and then versus, pressing the Z button each time.

Alternate Credits 3, 3, 1, 2

Open all cars 4, 4, 2, 4, 3, 1, 1, 1, 2

Open Season 4 2, 1, 1, 4, 3, 3, 1

Open Season 5

3, 1, 4, 2, 2, 3, 1, 2, 4, 1

Open Season 6 4, 3, 2, 1, 1, 4, 1, 2, 3, 1, 4, 3, 3

TUROK

FULL CHEATS LIST Enter the following in the cheat menu provided in the game

Gives Everything NTHGTHDGDCRTDTRK

Show enemies NSTHMNDNT

Quake Mode CLLTHTNMTN

Vivid colours LLTHCLRSFTHRNB

Tiny enemies

Pen and Ink mode DLKTCR

Disco mode

Gallery mode

All weapons CMGTSMMGGTS

Infinite Ammo BLLTSRRFRND

Unlimited lives FRTHSTHTTRLSCK

Spirit mode THSSLKSCL

Credits **FDTHMGS**

Robin Mode RBNSMTH

Fly mode LKMBRD









TUROK 2: SEEDS OF EVIL

All entered on cheat entry screen

Big Head mode

Stick Mode HOLASTICKBOY

Tiny Mode

Zach's Cheat

Pen and Ink

Gouraud mode WHATSATEXTUREMAP

Blackout mode

Juan's Cheat HEEERESJUAN

Ultimate Code BEWAREOBLIVIONISATHAND

TWISTED EDGE: EXTREME SNOWBOARDING

Hidden boarders

Get an overall ranking of first place on each difficulty mode in competition mode.

Bonus Boards

Get first place in each race to get XXX6, Top Gear Rally and Midway Boards. Complete the stunt challenge mode to get the bucky board. Come first on all three courses in the first round of competition mode to get the flower board.

Master Mode

Beat the game on the first three difficulty levels.

Twisted Mode

Beat the game in master mode.

Mirror mode

Beat the game in twisted mode. Boss Snowboard and Bob Come first overall in the mirror course

Hidden G character

First stunt challenge mode with more than 28, 000 points and get a first place rating

Quick Start

Press up twice right after the word go vanishes.

TETRISPHERE

Go to the new game option and press L, C, Right and C Down to bring up some weird characters Lines game Enter the name LINES.

Access all Levels

Enter the Saturn, Spaceship, Rocket, Heart, skull characters. You'll find a level select when you open a previously saved game.

New Music

Enter G, Alien Head, MEBOY to get some Game Boy style new tunes.

View Credits
Enter CREDITS

VIGILANTE 8

Enter all codes as passwords

All cars GANGS_UNLOCKED

Y the alien
GIMMIE_DA_ALIEN

Same vehicles in multiplayer MIX_MATCH_CARS

Missile Power up MISSILE_ATTACK

Invincibility LIVE_FOREVER

Quick Firing weapons FIRE_NO_LIMITS

Low Gravity A_MOON_GETAWAY

Slow motion mode GO REALLY_SLOW

Expert mode I_AM_TOUGH_GUY

Level Select LEVEL_SHORTCUT

View end sequences LONG SLIDESHOW

Ultra high resolution mode MAX_RESOLUTION

THE NEW TETRIS

CRAZY MODE

Enter your name on the one player name entry screen as 2fast4u.

V-RALLY

Cheat Mode

Push L and R, C Left, C Right, L and R on the press start screen. Press Start, hold Z and L on the mode selection screen until "Cheat Mode" appears.

ZELDA: MAJORA'S MASK

Thieving Bird Problem

If you get hit by the bird in Termina Field you will lose one of your items. Thankfully, you can get it back. All you have to do is go to the Curiosity Shop at 10:00 (PM) and buy it back from the teller.

Blast Mask Protection

While wearing the Blast Mask you would normally get hurt when you make it explode, but if you hold down the R button to put your shield up, you won't get any damage when you blow yourself up.

Be normal Link in the Termina Field

To do this you have to buy a magic bean and a bottle of water and grow it in the Observatory Area (outside, where you get the Tear of Moon).

Warp Ahead 12 Hours

Play the song entering the keys C-Right, C-Right, A, A, C-Left, C-Left. This will play a song that warps you ahead 12 hours. This can be used at any time in the game.

Slow Down Time

If you play the Song of Time backwards, all time will go at about 1/3 it's normal rate. This is very useful for long dungeons and exploration!

Beat the Ikana Knights Easily!

Insure that you have to get the Bunny Hood before you do this and then go to Ikana Kingdom. When you find and begin to fight the two knights quickly put the mask on. If you play the music they will begin to dance and march. Change from the mask so that you can use your sword and attack them (This stratergy does not work to Ikana King however)!

Broken Signs?

If you've destroyed a sign, play the Song Of Healing: C Left, C Right, C Down. The sign will then repair itself.



Sue







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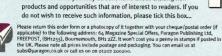
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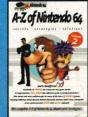
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From time to time Paragon sends out news about exciting new products and





Game Name	Company					Issue	Score	Comment
1080° Snowboarding	Nintendo	1-2	•		•	17	82%	The best snowboarding game on any machine!
40 Winks	GT Interactive	1-2	• •	•	•	32	69%	Decent but unoriginal platformer with some annoying gameplay flaws.
l Bug's Life	Activision	1	• •		•	29	50%	Mediocre movie licence aimed at younger players.
lero Fighters Assault	Video System	1-2			•	15	20%	Abysmal, sluggish air combat 'game'.
lero Gauge	ASCII	1-2	•		•	15	40%	Slow and unplayable Wipeout rip-off.
lirboarder	Human	, 1-2	• •			14	73%	Hoverboard game of mixed playability.
All-Star Baseball '99	Acclaim	1-4	• •		•	16	84%	Good but bugged hi-res baseball game.
All-Star Baseball '2000	Acclaim	1-4	• •	•	•	27	85%	Improved version of the above.
All-Star Baseball 2001	Acclaim _	1-4	• •	•		40	85%	Another great version of this baseball game, only on import though!
All-Star Tennis '99	Ubi Soft	1-4	•		•	24	70%	Not entirely successful 'real' tennis game.
Armorines: Project Swarm	Acclaim	1-4		•	•	34	81%	Turok-based alien blaster – good but slightly outdated.
rmy Men: Air Combat	300	1-4		•		45	69%	Fairly nice airborne action, shame about the appalling graphics!
Irmy Men: Sarge's Heroes	300	1-4		•	•	35	74%	Decent 3D shooter let down by duff camera and controls.
Asteroids Hyper 64	Crave	14	•		•	36	42%	Hard-to-play and unnecessary Asteroids update.
lugusta Masters '98	T&E Soft	1-4	•			17	25%	Thoroughly nasty attempt at a golf game.
lutomobili Lamborghini	THE Games	1-4			•	8	68%	Four-player racer, but not realistic or thrilling.
anjo-Kazooie	Nintendo	1	•		•	16	90%	Excellent (if slightly easy) adventure.
assmasters 2000	THQ	1-2			1816	36	84%	Surprisingly playable fishing game.
latman Of The Future: Return Of The Joker	Ubi Soft	1		•	•	46	65%	Fairly bland beat-'em-up which doesn't offer anything particularly new
lattletanx	3D0	1-4				26	78%	Doesn't look like much, but it's a good multiplayer blast!
attletanx: Global Assault	300	1-4				37	88%	Much improved graphics, more tanks and better combat!
lattlezone: Rise Of The Black Dogs	Crave	1-4		•	•	37	69%	Graphically disappointing but fun shooter with a mixing of strategy.
eetle Adventure Racing	EA	1-4			•	25	83%	Fantastic mix of racing and exploration. With VW Beetles.
io Freaks	GT Interactive	y 1-2			•	19	82%	Ultra-violent futuristic fighter with lots of gore.
last Corps	Nintendo	1	•		•	3	80%	Odd but entertaining driving/strategy/blow-'em-up combo.
lues Brothers 2000	Virgin	1-2			•	43	79%	Amusing, fairly challenging platform adventure that fails to thrill.
ody Harvest	Gremlin	1				20	82%	Time-travel action where you wipe out giant alien bugs.
omberman 64	Nintendo	1-4				9	80%	Bomb-chucking platformer with disappointing battle game.
omberman Hero	Nintendo	1				21	49%	Shamefully easy platform adventure.
	Hudson	1-4	•			12	65%	
rave Spirits Wrestling								Sub-par Japanese wrestling game.
runswick Circuit Pro Bowling	THQ	1-6	•	MOTOR SERVICE		45	55%	A bowling game with skittles, balls 'n' stuff.
Buck Bumble	Ubi Soft	1-2	9 9			18	82%	Weapon-filled insect shooter with bad fogging.
Bust-A-Move 2	Acclaim	1-2			•	15	91%	Simple but addictive puzzle/battle game.
ust-A-Move 3DX	Acclaim	1-4	• •		•	22	90%	As BAM2, but now for four players!
alifornia Speed	Midway	1-2	• •			26	45%	Tragically bad sequel to <i>Cruis'n USA</i> and <i>World</i> .
armageddon 64	SCi	1-2	• •		•	35	0%	Yes, zero percent! Absolutely the worst N64 game ever!
astlevania	Konami	1	•		•	24	85%	Spooky vampire adventure, let down by dodgy camera.
astlevania: Legacy of Darkness	Activision	1		•	•	37	86%	Very similar to the first game but great fun all the same!
hameleon Twist	Ocean	1-4			•	10	64%	Simple and easy tongue-orientated platformer.
hameleon Twist 2	Sunsoft	1	• •		•	23	75%	More of the same, and still too easy.
harlie Blast's Territory	THE Games	4	•		•	29	68%	Odd puzzle game with a good multiplayer mode.
hef's Luv Shack	Acclaim	1-4			•	34	69%	South Park version of Mario Party — more a renter than a buyer.
hopper Attack	GT Interactive	1	•		•	18	70%	Plodding Desert Strike-style game with clumsy controls.
layfighter 63 1/3	Interplay	1-2			•	8	8%	The second-worst game on the N64 after Carmageddon!
ommand & Conquer	Nintendo	1		•	•	30	90%	Graphically updated and still ultra-playable strategy game.
ruis'n USA	Nintendo	1-2			•	10	22%	Dated and dismal driving drudgery.
ruis'n World	Nintendo	1-4	•		•	18	23%	A sequel that's nearly as bad as the original!
yber Tiger	EA Sports	1-2	• •		•	37	83%	A fun little golf game with some nice features!
aikatana	Kemco	1-4		•	•	38	84%	An intelligent first-person shooter – whatever next!
ark Rift	Vic Tokai	1-2		A CONTRACTOR OF THE PARTY OF TH	•	4	47%	Bland and derivative fighter offering nothing exciting.
lestruction Derby	THQ	1-4			•	34	74%	Fun but short-lived car smashing racer.
iddy Kong Racing	Rare	1-4	• •		•	7	84%	Fun mix of racing and exploration.
onald Duck: Quack Attack	Ubi Soft	1		•	•	46	85%	Disney's Duck gets his back-up in this amusing but tricky platform advent
onkey Kong 64	Nintendo	1-4				34	93%	Huge platform adventure that's like <i>Banjo</i> , only more so.
oom 64	GT Interactive	1				1	70%	Atmospheric but dated upgrade of the old PC classic.
oraemon	Epoch					3	30%	Snoozesome Japanese <i>Mario</i> clone for kids.







1	Perfect Dark	98%
2	Goldeneye	95%
3	TWINE	94%
4	Quake II	93%

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	1 Tom and Jerry	95%
	2 WWF No Mercy	95%
	3 WWF Wrestlema	nia
	2000	93%
1	4 Super Smash	

Buck Bodgers in The 24th & Rielf Century Buck Bodgers in The 24th & Rielf Century Buck Bodgers and The 24th & Rielf Century Buck Bodgers and The 24th & Rielf Century 14	Dual Heroes	Hudson	2	•				9	18%	Appalling fighter that offers no challenge whatsoever.
Bike Nichem: Zero Hour Earthworn Jim 30 Virgin 1 33 67% Horsoughly mad and highly entertaining platformer. EXW Astrocroe Acciain 1-4 33 67% Horsoughly mad and highly entertaining platformer. EXW Astrocroe Acciain 1-4 33 67% Horsoughly mad and highly entertaining platformer. EXW Astrocroe Acciain 1-4 33 67% Horsoughly mad and highly entertaining platformer. EXW Astrocroe Acciain 1-4 30 31 64% Astrocroe Acciain 1-4 30 41 41 41 41 41 41 41 41 41 4	Duck Dodgers In The 24th & A Half Century	Infogrames	1	•			•	45	85%	Humorous cartoon escapade with Buck Rogers' feathered alter-ego.
Extriuvors and Section 1-4	Duke Nukem 64	GT Interactive	1-4	•			•	7	81%	Good conversion of the PC one-linerthon.
EW Mardone Acclaim 1-4 • 37 64% Rather disappointing wrestling game, not up to the usual Acclaim standard PRA Tour Golf Infogrames 1-4 • 38 67% Slow and clumsy golf sim. Excitabilité 64 Nintende 1-4 • 38 67% Slow and clumsy golf sim. Extreme 6 Acclaim 1-4 • 37 77% Futuristic bile racing game — hard in coerrel. Et Poler Pestition Ubl Soft 1-2 • 6 6 63% Early, now unditated Formula I game. FIF Poler Pestition 1-2 • 18 94% Earlient, though very laard, Formula I simulation. FIFA EAI EA Sports 1-4 • 18 94% Eacellent, though very laard, Formula I simulation. FIFA BS EA Sports 1-4 • 2 18% A travesty of The Beautiful Game, awful in every way. FIFA 89 EA Sports 1-4 • 2 18% A travesty of The Beautiful Game, awful in every way. FIFA 98 EA Sports 1-4 • 2 89% Best of the FIFA series, until the next one! FIFA 64 EA Sports 1-4 • 2 89% Best of the FIFA series, until the next one! FIFA 98 EA Sports 1-4 • 3 89% Vasity better than FIFA 64, but now replaced by FIFA '98. FIFIGHER'S Destiny 1 0 cean 1-2 • 11 00% Gine the better NeX Fighters. FIFA 65 Crave 2 0 2 2 62% Pest-t PlayStation port. Flying Bragon Interplay 1-2 • 18 94% Fire flighting force 64 Crave 2 0 2 2 62% Pest-t PlayStation port. Flying Bragon Interplay 1-2 • 19 10 78% Fire flighting game, though it's not exactly Street Fighter! Forsaken Acclaim 1-4 • 17 59% Ultra-fast, super-amoeth hi-tech racer. Very challenging. GASP! Eighter's Nextreme Konami 1-2 • 12 62% Jorky, mediorer game with a fighter creation mode. GASP! Eighter's Nextreme Konami 1-2 • 18 69% Lizardy platformer that spoots films and IV shows. Gex 2-Deep Cover Ecko Crave 1 0 0 2 85% Appealing platform but utterly woriginal platform sequel. Florence 1 1 0 0 3 3 89% Completend but utterly woriginal platform sequel. Florence 2 6 6 63% Early, now which is made RPP - and it's pretty good! Hercules 1 1 0 0 15 64% Claimening advances. Florence 1 1 0 0 15 64% Claimening advances. Florence 1 1 0 0 15 64% Claimening advances. Florence 1 1 0 0 15 64% Claimening advances. Florence 1 1 0 0 15 64%	Duke Nukem: Zero Hour	GT Interactive	1-4	•	•	•		27	89%	Fine alien blaster with the hard-as-nails hero.
EPA four Golf Infragrames 1-4	Earthworm Jim 3D	Virgin	1		•		•	33	87%	Thoroughly mad and highly entertaining platformer.
Excitabilità 64 Nintendo 1-4 • 41 84% Motercycle racing has never been se good! Extreme 6 Acclain 1-4 • 77 77% Futuristic bille racing game — hard to control. F1 Pote Position Ubi Soft 1-2 • 6 6 63% Early, now outlated Formula 1 game. F1 World Grand Prix II Nintendo 1-2 • 18 94% Excellent, though very hard, Formula 1 simulation. F1 World Grand Prix II Nintendo 1-2 • 18 94% Excellent, though very hard, Formula 1 simulation. F1RA 64 EA Sports 1-4 • 2 18% A travesty of The Beauthird Game, avord in covery very. F1FA 65 EA Sports 1-4 • 2 18% A travesty of The Beauthird Game, avord in covery very. F1FA 66 BA A travesty of The Beauthird Game, avord in covery way. F1FA 67 Sestiny Decem 1-2 • 11 60% One of the better N64 fighters. F1FIA 68 EA Sports 1-4 • 9 8 60% Vastly better than F1FA 64, but now replaced by F1FA '99. F1FIA 69 Decem 1-2 • 11 60% One of the better N64 fighters. F1FIA 69 Decem 1-2 • 11 60% One of the better N64 fighters. F1FIA 69 Decem 1-2 • 11 60% One of the better N64 fighters. F1FIA 69 Decem 1-2 • 2 6 25% Peat-It PlayStation port. F1FIA 69 Above average beat-'em-up offering nothing new over the original F1FIA 64, but now replaced by F1FA '99. F1FIA 69 Decem 1-2 • 18 60% Decem Decem Patrix 1 60% One of the better N64 fighters. F1FIA 69 Decem 1-2 • 18 60% Decem Decem Patrix 1 60% Decem Decem Patrix 1 60% Decem Patri	ECW Hardcore	Acclaim	1-4	•	•			37	64%	Rather disappointing wrestling game, not up to the usual Acclaim standard
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E-1 World Grand Prix Nintendo 1-2 18 54% Excellent, though very hard, formula 1 simulation. E-1 World Grand Prix Nintendo 1-2 30 90% Slightly faster sequel, but not really a big advance. EFFA 64 EA Sports 1-4 2 19% A travesty of The Beautiful Game, awful in every way. EFFA: '99 EA Sports 1-4 24 89% Best of the FFFA series, until the next one! EFFA: Road To World Cup '98 EA Sports 1-4 9 80% Vastly better than FFFA 64, but now replaced by FFFA '99. Enghter's Destiny Ocean 1-2 11 80% One of the better N64 fighters. Fighter's Destiny 2 Southpeak Interactive 1-4 9 44 78% Above average beat-om-up offering nothing new over the original Playing Force 64 Crave 2 9 29 62% Past-it PlayStation port. Flying Dragon Interplay 1-2 9 30 78% Fun fighting game, though it's not exactly Street Fighter! Forsaken Acclaim 1-4 9 14 86% A kind of turbo Descent—good, but some levels very short. F-Zero X Nintendo 1-4 9 17 80% Ultra-frast, super-smooth hi-tech race. Very challenging. GASP!! Fighters' Nextreme Konami 1-2 9 21 62% Very, update of the arcade classic, with a few minor flaws. Gauntlet Legends Gi Interactive 1 9 18 80% Uzardly platformer that spoors films and IV shows. Gex. Enter The Gocko Grave 1 9 33 37% Competent but utterly unporiginal platform sequel. The Glory Of St Andrews Seta 1-4 3 10% Hilariously bad shot at doing an N64 golf game. Glower Hasbro 1 9 20 85% Appealing platform/puzzle game crossbreed. Glodeneye Nintendo 1-4 9 5 85% The best multiplayer game on N64 Great for love players too. GT 64 Ocean 1-2 9 16 64% Claimly, unrealistic and dull racing game. Harvest Moon Natsume 1 39 84% Faming fun with this mad RPG - and it's pretty good! Hercules Titus 1 9 44 80% Challenging adventure with a few flaws and some nice scenary.	Extreme G	Acclaim	1-4	•	•		•	7	77%	Futuristic bike racing game — hard to control.
E-I World Grand Prix II FIFA 64 EA Sports 1-4 EA Sports EA Sports 1-4 EA Sports EA Sports 1-4 EA Sports 1-4 EA Sports EA Spo	F1 Pole Position	Ubi Soft	1-2	•			•	6	63%	Early, now outdated Formula 1 game.
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FIFA'99 EA Sports 1-4 9 24 89% Best of the FIFA series, until the next one! FIFA: Road To World Cup '98 EA Sports 1-4 9 80% Vastly better than FIFA 64, but now replaced by FIFA '99. Fighter's Destiny Decan 1-2 9 11 80% Dee of the better N64 fighters. Fighter's Destiny 2 Southpeak interactive 1-4 9 478% Above average beat-'em-up offering nothing new over the original Fighting Force 64 Crave 2 9 23 62% Past-it FlayStation port. Flying Dragon Interplay 1-2 9 30 78% Fun fighting game, though it's not exactly Street Fighter! Forsaken Acciaim 1-4 9 17 80% Ditra-fast, super-smooth ini-tech racer. Very challenging. GASP!! Fighters' Nextreme Konami 1-2 9 21 62% Jerky, mediocre game with a fighter creation mode. Gauntiet Legends Midway 1-4 9 18 80% Utzardly platformer that spoofs films and TV shows. Gex: Enter The Gecko GT Interactive 1 9 33 73% Competent but utterly unoriginal platform sequel. The Glory Of St Andrews Seta 1-4 3 10% Hilariously had shot at doing an N64 golf game. Glower Hasbro 1 9 20 85% Appealing platform/puzzle game crossbreed. Gemon 2 Konami 1-2 9 16 9 89% Fighyshle side-on platformer. Goldeneyn Nintendo 1-4 9 5 89% The best multiplayer game on N64 Great for lone players too. GT 64 Bean 1-2 9 16 9 89% Clunky, unrealistic and dull racing game. Harvest Moon Natsume 1 9 9 44 89% Challenging adventurs with a few flavs and some rice scenery. Hexen GT Interactive 1 9 9 89% Farming fun with this mad RPG — and it's pretty good! Rercules Titus 1 9 9 44 89% Challenging adventure with a few flavs and some rice scenery. Hexen GT Interactive 1 9 5 30% Completely crap port of the PC Doom-with-wizards title.	F-1 World Grand Prix II	Nintendo	1-2	•	•	•	•	30	90%	Slightly faster sequel, but not really a big advance.
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Fighting Force 64 Crave Crav	Fighter's Destiny	Ocean	1-2	•	•		•	- 11	80%	One of the better N64 fighters.
Flying Dragon Interplay 1-2 • 30 78% Fun fighting game, though it's not exactly Street Fighter! Forsaken Acclaim 1-4 • 14 86% A kind of turbo Descent — good, but some levels very short. F-Zero X Nintendo 1-4 17 90% Ultra-fast, super-smooth hi-tech racer. Very challenging. GASP!! Fighters' Nextreme Konami 1-2 • 21 62% Jerky, mediocre game with a fighter creation mode. Gauntlet Legends Mildway 1-4 • 33 62% Worthy update of the arcade classic, with a few minor flaws. Gex: Enter The Gicko GT Interactive 1 • 18 80% Lizardly platformer that spoofs films and TV shows. Gex 3: Deep Cover Gicko Crave 1 • 33 73% Competent but utterly unoriginal platform sequel. The Giory Of St Andrews Seta 1-4 3 10% Hilariously bad shot at doing an N64 golf game. Giover Hashro 1 • 20 85% Appealing platform/puzzle game crossbreed. Goemon 2 Konami 1-2 24 80% Enjoyable side-on platformer. Goldeneye Nintendo 1-4 • 5 85% The best multiplayer game on N64! Great for lone players too. GT G4 Ocean 1-2 • 16 64% Clunky, unrealistic and dull racing game. Harvest Moon Natsume 1 39 84% Farming fun with this mad RP6 — and it's pretty good! Hercules Titus 1 • 44 80% Challenging adventure with a few flaws and some nice scenary. Hexen GT Interactive 1-4 • 5 30% Completely crap port of the PC Doom-with-wizards title.	Fighter's Destiny 2	Southpeak Interactive	1-4	•	•			44	78%	Above average beat-'em-up offering nothing new over the original
Forsaken Acclaim 1-4 • 14 86% A kind of turbo Descent — good, but some levels very short. F-Zero X Nintendo 1-4 • 17 90% Ultra-fast, super-smooth hi-tech racer. Very challenging. GASP!! Fighters' Nextreme Konami 1-2 • 21 62% Jerky, mediocre game with a fighter creation mode. Gauntlet Legends Midway 1-4 • 33 82% Worthy update of the arcade classic, with a few minor flaws. Gex: Enter The Gecko GT Interactive 1 • 18 80% Lizardly platformer that spoofs films and TV shows. Gex 3: Deep Cover Gecko Crave 1 • 33 73% Competent but utterly unoriginal platform sequel. The Glory OF St Andrews Seta 1-4 3 10% Hilariously had shot at doing an N64 golf game. Glover Hashro 1 • 20 85% Appealing platform/puzzle game crossbreed. Goemon 2 Konami 1-2 24 80% Enjoyable side-on platformer. Goldeneyc Nintendo 1-4 • 5 85% The best multiplayer game on N64! Great for lone players too. GT 64 Ocean 1-2 • 16 64% Clunky, unrealistic and dull racing game. Harvest Moon Natsume 1 39 84% Farming fun with this mad RPG — and it's pretty good! Hercules Titus 1 • 44 80% Challenging adventure with a few flaws and some nice scenery. Hexen GT interactive 1-4 • 5 30% Completely crap port of the PC Doom-with-wizards title.	Fighting Force 64	Crave	2	•	•			29	62%	Past-it PlayStation port.
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GASP!! Fighters' Nextreme Konami 1-2 1-2 1-3 1-4 1-3 1-2 1-4 1-2 1-4 1-2 1-4 1-2 1-3 1-2 1-4 1-3 1-4 1-4 1-5 1-8 1-8 1-8 1-8 1-8 1-8 1-8	Forsaken	Acclaim	1-4				•	14	86%	A kind of turbo Descent — good, but some levels very short.
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	Hercules	Titus	1	•	•	•	•	44	80%	Challenging adventure with a few flaws and some nice scenery.
Holy Magic Century Konami 1 • 21 54% Attractive, but repetitive, junior RPG with too many random battles.	Hexen	GT Interactive	1-4	•			•	5	30%	Completely crap port of the PC <i>Boom</i> -with-wizards title.
	Holy Magic Century	Konami	1	•			•	21	54%	Attractive, but repetitive, junior RPG with too many random battles.



TEST OF TIME

Issue 7 saw the arrival of Diddy Kong Racing, so it seems appropriate to look back at it now, as Rare's newest racer comes in for review. Has Diddy stood the test of time...?

64 Magazine Issue 48 2000



Diddy Kong Racing

Nintendo • £49.99 Original Rating: 95%

When this first came into the office we were overcome by awe at the graphics, the speed and the annoying noises the characters made. At the time it was fantastic, and it's still tremendous fun to play – although the graphics don't have the impact they once did. If you like *Mickey's Speedway* and haven't played this yet, track down a copy!



Duke Nukem 64

GT Interactive • £59.99 Original Rating: 90%

Another title which wowed us at the time and which is still pretty good fun to play today! Now the graphics definitely look a little dated and the gameplay doesn't measure up to *Quake II* or *Perfect Dark*, but this is still worth a look for anyone who's into first-person shoot-'em-ups. Find out what all the fuss was about!



Extreme-G

Acclaim • £59.99 Original Rating: 90%

One of the first games Roy ever reviewed, this one was also one of the very early N64 racers. Still fast and fun to play, but many titles since have improved on the graphics and the handling. No longer 'the definitive N64 race game' that Roy originally branded it, although that quote does still adorn the game boxes – doh!

Score:

84% Score:

81% Score:

77%

Game Name lot Wheels Turbo Racing	Company	1-2			Issue 35	Score 60%	Comment Easy and rather dull kid-oriented racer.
lybrid Heaven	Konami	1-2	•		32	81%	Interesting sci-fi adventure let down by a few rough edges.
lydro Thunder	Midway	1-4	•		38	88%	Another great N64 racing game, but this time with boats instead of cars
ggy's Reckin' Balls	Acclaim	1-4	•	•	17	83%	Odd mix of racer and platformer that's quite good fun.
ndy Racing 2000	1-2		•		43	79%	Incredibly fast racing game which is, sadly, slightly flawed.
n-Fisherman Bass Hunter 64	Take 2	1-2	•	• •	33	84%	Oddly compelling fishing sim, but not for everyone.
nternational Track and Field: Summer Games	Konami	1-4	•	•	39	90%	Classic button-bashing sporting action on your N64 — joypads beware!
SS 2000	Konami	1-4	•	• •	44	90%	Fantastic footie fun but not really any better than ISS '98.
SS 64	Konami	1-4		•	3	93%	Excellent footy game, now bettered by ISS '98.
86, 55	Konami	1-4		. •	18	95%	The best football game ever. Fact!!
Jeremy McGrath Supercross 2000	Acclaim	1-4	•	• •	41	79%	Above-average off-road motorcycle racing.
J-League Dynamite Soccer	Imagineer	1-4			6	44%	Dodgy Japanese super-deformed football title.
J-League Eleven Beat 1997	Hudson	1-4			8	60%	Another <i>J-League</i> game with comedy players.
J-League Perfect Striker 2	Konami	1-4			31	88%	Japanese ISS update that offers very few new features.
Jeopardy!	Take 2	1-3			14	30%	Pathetic attempt to bring an American game show to N64.
Jet Force Gemini	Rare	1-4			33	90%	Huge all-action adventure game.
		1-4			8	76%	Syrup-sporting American football game.
John Madden 64	EA Sports Nintendo	4			29	70%	Not very impressive baseball game.
Ken Griffey Jr's Slugfest	7		Service Control		3	70%	Rare-produced fighter where button-hammering beats skill.
Killer Instinct Gold	Nintendo	1-2					
Kirby 64: The Crystal Shards	Nintendo	1-4			40	86%	Madcap cartoon platform action – Japanese-style!
Knife Edge	THE Games	1-4			22	26%	Mind-numbingly boring on-rails shooter.
Knockout Kings 2000	EA Sports	1-2	•	•	33	90%	Highly playable boxing sim featuring genuine fighting legends.
The Legend Of Zelda: Ocarina Of Time	Nintendo	1	•	•	21	96%	Nintendo's tour de force – one of the best games ever written!
he Legend Of Zelda: Majora's Mask	Nintendo	1	•	• •	47	95%	Worthy sequel to a truly legendary Nintendo game!
ode Runner	Infogrames	1	•	•	28	82%	Tough mix of platformer and puzzle game.
ego Racers	Lego	1-4	•	• •	34	76%	Simple, kid-oriented racer with customisable cars.
Let's Smash	Hudson	1-4			21	90%	Very playable anime-style tennis game.
ylat Wars	Nintendo	1-4	•	•	5	87%	N64 remix of the SNES <i>Starfox</i> , but not quite as engrossing.
Wace: The Dark Age	GT Interactive	1-2		•	7	70%	Run-of-the-mill medieval fighter.
Madden '99	EA Sports	1-4	•		31	80%	Decent American football game that's a bit behind the times.
Magical Tetris Challenge	Capcom	1-2		•	24	65%	Tetris with Mickey Mouse. Stunning. (Note the sarcasm.)
Mario Golf	Nintendo	4	•	•	29	88%	Tremendous golfing fun with Mario and pals.
Mario Kart 64	Nintendo	1-4		•	3	78%	Disappointing update of the SNES classic, with duff battle arenas.
Mario Party	Nintendo	1-4	•	•	24	80%	Fun but simple multiplayer party game.
Mario Party 2	Nintendo	1-4	•	•	47	80%	More of the same, although the original was better.
Mario Tennis	Nintendo	1-4	•	A DECEMBER	44	92%	Top tennis action from Mario and his crazy mates!
Michael Owen's WLS 2000	THQ	4	•	•	31	90%	Excellent football game with hi-res graphics as standard.
Micro Machines 64 Turbo	Codemasters	1-8		•	23	90%	Superb eight-player (yes, eight) party racing game.
Mike Piazza's Strike Zone	GT Interactive	1-2	•		30	40%	Humdrum baseball game that pales alongside All-Star Baseball.
Milo's Astro Lanes	Interplay	1-4		•	33	73%	Oddball bowling game set on alien planets.
Mischief Makers	Nintendo	1		•	7	82%	Strange but enjoyable old-school 2D platformer.
Mission: Impossible	Infogrames	1			18	48%	Utterly tosh conversion of the Tom Cruise film.
MK Mythologies: Sub-Zero	GT Interactive	1		•	9 .	46%	Risible attempt to add platforms to the <i>Mortal Kombat</i> franchise.
					31	54%	Crap physics and bugs let down a potentially good racing game.
Wonster Truck Madness	Take 2	1-4					
Nortal Kombat 4	GT Interactive	1-2	•	•	19	80%	Finally, a decent <i>Mortal Kombat</i> game on the N64!
Wortal Kombat Trilogy	GT Interactive	1-2		•	3	32%	Diabolically had beat-'em-up.
Wulti Racing Championship	Ocean	1-2	•	•	5	52%	Feeble attempt to make a rallycross game.
Mystical Ninja Starring Goemon	Konami	1 (•	13	80%	Wacky RPG/platformer set in a comedy ancient Japan.
Wystical Ninja 2 Starring Goemon	Konami	2	•	•	29	85%	Enjoyably wacky old-style platform adventure.
VASCAR '99	EA Sports	1-2	•	•	20	52%	Not very good racing sim that's as dull as the real sport.
lagano Winter Olympics	Konami	1-4		•	10	65%	Mixed bag of chilly sporting events.
NBA Courtside	Nintendo	1-4	•	•	16	85%	Probably the best of the many N64 basketball games.
VBA Hangtime	GT Interactive	1-4	THE RESERVE AND ADDRESS OF THE PARTY OF THE	•	5	45%	Rubbishy arcade conversion full of silly power moves.

39 70%

22 83%

84%

NBA In The Zone 2000

NBA Jam '99

NBA Jam 2000

Konami

Acclaim

Acclaim

1-4





<i>Zelda</i>	96%
2 Zelda 2	95%
3 Resident Evil 2	94%
Silicon Valley	87%
5 Castlevania 2	86%



7/4/	
Rayman 2	94%
2 Donkey Kong 64	93%
8 Super Mario 64	92%
Rocket: Robot On	D-40/

5 Shadow Man



FF775	3
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Boufast Bork	000/

1 Perfect Dark	98%
2 Goldeneye	95%
3 ISS 98	95%
4 WWF No Mercy	95%
5 TWINE	95%

Another fairly average basketball game with a few nice ideas.

Good basketball game that doesn't stand above its competitors.

One of the best N64 basketball games.



Game Name

Olympic Hockey '98

Paperboy

Penny Racers

Perfect Dark

Pilotwings 64

Pokémon Snap

Pokémon Stadium

Premier Manager 64

Puyo Puyo Sun 64 Puzzle Dama



Turbo 64

5 F-Zero X

	INDIA EIVO EGGG
	NBA Live '99
U	NBA Pro '98
S	NBA Pro '99
	NBA Showtime: NBA On NBC
nneng	NFL Blitz
	NFL Quarterback Club '98
	NFL Quarterback Club '99
	NHL Quarterback Club 2000
94%	NHL '99
94%	NHL Breakaway '98
91%	NHL Breakaway '99
90%	Nightmare Creatures
90%	Nuclear Strike
	Off-Road Challenge
	Ogre Battle: Person Of Lordly Caliber

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SPORT	rs
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4	10 ·
Last Mark	
1 ISS '98	95%
2 Tony Hawk's	
Skateboarding	94%
3 ISS 64	93%
4 Mario Tennis	93%
5 Michael Owen's	

	Quake	GT Interactive	1-2	•	•		•	13	74%	Slightly disappointing PC conversion, which only supports two players.
2 16	Quake II	Activision	1-4	•	•	•	•	30	93%	Excellent shoot-'em-up with a superb multiplayer game.
	Racing Simulation: Monaco Grand Prix	Ubi Soft	1-2	•	•		•	25	87%	Easier to get into than F-1 WGP, and nearly as good.
S'98 95%	Rainbow Six	Take 2	1-2	•			•	34	90%	Excellent, complex and tactical first-person shooter.
ny Hawk's	Rakuga Kids	Konami	1-2	•			•	21	79%	Quirky fighter for younger gamers — not much skill needed.
nteboarding 94%	Rampage: Universal Tour	GT Interactive	1-3	•	•		•	26	25%	Gets tedious after about five seconds of play!
64 93% rio Tennis 93%	Rampage World Tour	GT Interactive	1-3	•	•		•	13	38%	Boring conversion of a dull old arcade game.
hael Owen's	Rat Attack	Mindscape	1-4	•	•		•	42	82%	Manic retro-style arcade action that's great in multiplayer.
5 2000 92 %	Rayman 2: The Great Escape	Ubi Soft	1	•	•	•	•	33	94%	Graphically gorgeous platform game with a lot of challenge.
	Ready 2 Rumble	Midway	1-2	•	•		•	34	75%	Unsuccessful N64 port of the much better Dreamcast game.
	Resident Evil 2	Virgin/Capcom				•	•	35	94%	Fantastic (and gory) zombie-filled adventure.
	ReVolt	Acclaim	1-4	•	•	•	•	30	80%	Genuinely enjoyable radio-controlled car racer.
	Ridge Racer 64	Nintendo	1-4		•			38	91%	The best version of <i>Ridge Racer</i> so far & the hottest racing game on the No
	Road Rash 64	THQ	1-4	•	•	•	•	34	79%	Looks hideous, but plays surprisingly well.
	Roadsters	Titus	1-4	•	•	•	•	33	86%	Crisply-drawn and fun, if unoriginal, sports car racing game.
	Robotron 64	GT Interactive	1-2	•			•	17	79%	No-nonsense classic-style shooter — prepare to wear out your thumh!
	Rocket: Robot On Wheels	Ubi Soft	1		•		•	34	91%	Weird platform adventure with realistic physics.
7	Rugrats Treasure Hunt	THQ	1-4				•	30	44%	Tedious hoard game based on the cartoon series.
57 (0) 2	Rush 2: Extreme Racing USA	GT Interactive	1-2	•	•		•	22	80%	SF Rush sequel — better handling, but less exploration.
MEROV	San Francisco Rush	Midway	1-2	•	•		•	9	70%	Racer with lots of stunts and secrets, but terrible controls.
OP TITLES	San Francisco Rush 2049	Midway	1-4	•	•	•	•	46	90%	The third — and best — racer in the Rush series!
	SCARS	Ubi Soft	1-4	•	•		•	21	81%	Good multiplayer racer, but doesn't have many tracks.
	Shadowgate 64	THE Games	1	•			•	30	45%	Brain-grindingly boring adventure with no action.
	Shadow Man	Acclaim	1	•	•	•	•	30	90%	Huge, engrossing and tough adult-themed adventure.
Taranta and a second	Shadows Of The Empire	Nintendo	1	•				1	58%	Duff Star Wars tie-in made up of (mostly dodgy) sub-games.
03 24 02 02 03 03 03 03 24 02 03 03 03 04 02 03 03 03 03	Sim City 2000	Imagineer	1	•				12	60%	Japanese text-filled version of the old PC game.
b Raider 97%	Snowboard Kids	THE Games	1-4	•	•		•	11	83%	Fun comedic snowboard game with lots of special weapons.
mings 93%	Snowboard Kids 2	Atlus	1-4		•			26	80%	Decent sequel that doesn't offer anything new over the original.
A: Touring Car 92% atana 92%	South Park	Acclaim	1-4	•	•	•	•	23	64%	Iffy fast-buck licence based on the <i>Turok 2</i> game engine.
I Bricks 90%	South Park Rally	Acclaim	1-4		•			35	73%	Ingenious, but poorly-done twist on a standard racing theme.
	South rain that)	ALCONOMIC CONTRACTOR OF THE PROPERTY OF THE PR			CONTRACTOR OF THE PARTY OF THE		2000		and the second	

Company

EA Sports

EA Sports

Konami

Konami

Midway

Acclaim

Acclaim

Acclaim

EA Sports

Acclaim

Acclaim

GT Interactive

GT Interactive

Atlus

Midway

THQ

Rare

Nintendo

Nintendo

Nintendo

Gremlin

GT Interactive

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Issue Score

36 75%

12 **70**%

27 59%

42 78 %

22 85%

7 21 89%

34

20 88%

12 80%

25

42

47

12

34 41%

23

41

1

39 29 85%

80%

90%

74%

80%

27%

69%

70%

66%

76%

90%

88%

. 22 75% Comment

Ordinary basketball game with a few nice gimmicks

Yet another NBA game, offering nothing that stands out.

American football game played for laughs and arcade-style action.

Uninspiring basketball game with very blurry visuals.

Highly disappointing basketball title.

Yet another average basketball game.

Updated and improved version of NFL QBC '98.

The best American football game you can buy.

Early attempt at a hi-res sports game. Not bad.

Fun shoot-'em-up that looks a little dated now.

Tepid reworking of Wayne Gretzky with Olympic teams.

Slow and annoying toy racer with a track-building mode

Slow but intriguing flight sim (of sorts) with lots to do.

The N64's first shoot-'em-up without any guns in it!

Surprisingly engrossing footy management sim.

Simple but horribly addictive Tetris-style puzzler

The best shoot-'em-up the world has ever seen!

Tactical RPG that will only appeal to a very specific kind of gamer...

Batter insufferably cute monsters to death in gladiatorial-style arenas!

ng PC conversion, which only supports two players.

Horribly ill-conceived attempt to update a classic arcade game.

Based on Cruis'n USA, and nearly as bad!

Almost identical to Breakaway '98, so out of date!

The best ice hockey game on the market.

Dog-rough attempt at a horror game

Hi-res American football game.

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Virgin

Midway

EA Sports

Konami

Acclaim

EA

THO

THQ

Acclaim

Acclaim

Titus

Infogrames

38

29 77%

9

33

30 87%

34

13

86%

80%

86%

94%

74%

93%

70%

. 21

. 14 86%

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. 45 95%

. 17 86%

. 34

. 20

. . 34 85% Top Metal Gear Solid-style action with an unfortunate camera.

Exciting future racer, but struggles with more than two players.

Simple but fantastically playable invertebrate combat.

Takes Warzone's place as the best wrestling game

Decent wrestler, now superseded by WWF Attitude.

Sequel to Extreme 6, but nowhere near as playable

Sugar-sweet platformer for kids; far too easy for anyone else.

Fast and enjoyable mythological beat-'em-up.

The best wrestling game in the world... ever!

The N64's best wrestling game bar none!

Yet another update of FIFA.

Japanese version of ISS 64.

Disappointing racer that lacks thrills.

Feeble crack at a wrestling game.

Winback: Covert Operations

World Driver Championship

Wipeout 64

World Cup '98

World Soccer 3

WWF Attitude

WCW Mayhem

WWF No Mercy

WWF Warzone

Yoshi's Story

XG2

WWF Wrestlemania 2000

Xena: Warrior Princess

Worms: Armageddon

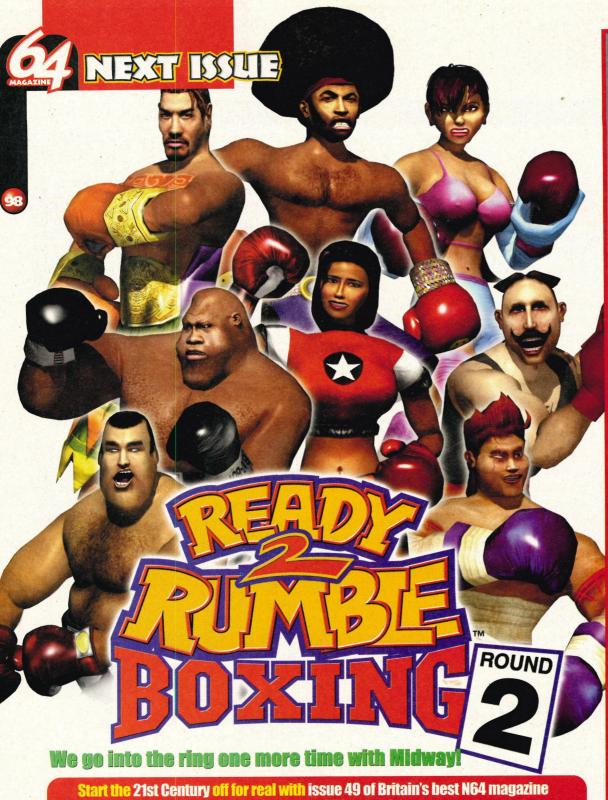






1 Starcraft 64	95%
2 Command	
& Conquer	90%
3 Premier	
Manager 64	85%
4 Blast Corps	80%
5 Ogre Battle 64	69%





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